

MONTE COOK'S ARCANA UNEARTHED:

THE DIAMOND THRONE



A SOURCEBOOK BY MONTE COOK



THE DIAMOND THRONE

A d20 System Campaign Setting for Monte Cook's Arcana Unearthed

BY MONTE COOK

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Table of Contents

INTRODUCTION: BEYOND THE HORIZON

WHAT'S INSIDE?.....3
 WHAT OTHER BOOKS DO I NEED?3
 THEMES AND FEEL4
 RUNNING GAMES IN THE DIAMOND THRONE.....4

CHAPTER ONE: PEOPLE AND PLACES

THE WORLD5
 KEEPING TIME5
 THE PEOPLE6
 CEREMONIES6
 THE RACES8
Map: THE LANDS OF THE DIAMOND THRONE9
 REGIONAL DIFFERENCES10
 PASTIMES11
 COLLOQUIALISMS11
 THE GODS AND RELIGIONS12
 THE GODS OF THE DENOTHOLAN12
 RALLONCH THE GIVING13
 CULT OF THE FLESHRUNES13
 CULT OF THE BRIEF RESPITE13
 THE DEAD GODS (THE HANAVERE TRINITY)13
 XYPHON14
 THE HISTORY14
 TIMELINE14
 PREHISTORY/ANCIENT HISTORY14
Map: TERRAKAL 1700 YEARS AGO15
 THE RISE OF HUMAN KINGDOMS.....16
 INVASION OF THE DRAMOJH17
 THE COMING OF THE GIANTS17
 RECENT HISTORY.....18
 VERRIK HISTORY.....20
 THE GEOGRAPHY20
 TOPOGRAPHICAL FEATURES21
 OTHER FEATURES22
 WHERE PEOPLE LIVE24
 MAGICAL EFFECTS OF THE LAND24
Map: DOR-ERTHENOS25
 THE KINGDOMS27
 THE DIAMOND THRONE27
Map: CENTRAL DE-SHAMOD28
 POPULATING A CITY34
 BEYOND THE DIAMOND THRONE35
 THE ORGANIZATIONS38
 THE COUNCIL OF MAGISTERS38
 THE JAREN38
 THE NIGHTWALKERS38
 THE ORDER OF THE AXE38
 THE RUNEPRIESTS39
 THE COSMOLOGY39
 HEAVENS AND HELLS39
 PLANAR MOVEMENTS AND CONJUNCTIONS39
 OUTSIDERS ON SERRAN39
 THE THREATS40
 THE LEGACY OF THE DRAMOJH.....40
 HAVINAR BALACOS.....40
 KALLETHAN/THE KALLETHAN.....41
 VIRDELLA TESHAM42
 THE CHORRIM42
 THE MYSTERIES.....42
 THE CRYSTAL WEAVERS42
 THE DARK DEPTHS43
 THE UNKNOWN WEST43
 ADVENTURE IDEAS43
 INTO THE RUINS (LEVELS 1–3)43
 LOVE'S LIGHT LOST (LEVELS 4–6)43
 THE LOST DUKE (LEVELS 7–9).....44

MAGIC ENTOMBED (LEVELS 7–9).....44
 THE CHAMPION OF DARKNESS (LEVELS 10–12).....44
 THE ECLIPSE (LEVELS 16–18).....44
 THE SOUL OF NIGHT (LEVELS 19–20)44

CHAPTER TWO: PRESTIGE CLASSES

BEAST REAVER45
 CRYSTAL WARRIOR46
 DARKBOND48
 GIANT PARAGON51
 MAGE PRIEST.....52
 OLLAMH LOREKEEPER.....54
 RUNE LORD56
 SOMNAMANCER58
 PRESTIGE CLASSES FROM OTHER SOURCES61
 THE DMG61
 THE BOOK OF ELDRITCH MIGHT61
 THE BOOK OF ELDRITCH MIGHT II62
 RELICS AND RITUALS62
 RELICS AND RITUALS II.....62
 OTHER CLASSES AND SOURCES62

CHAPTER THREE: MAGIC ITEMS

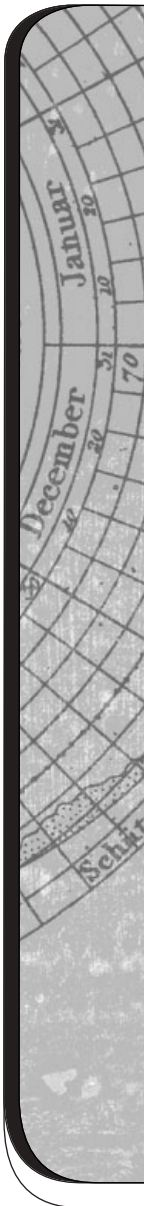
MAGIC ITEMS FROM THE DMG63
 DMG ITEM PREREQUISITES63
 DETERMINING TREASURE63
 PURCHASING MAGIC ITEMS63
 MAGIC ARMOR64
 ARMOR QUALITIES64
 SPECIFIC ARMORS64
 MAGIC WEAPONS64
 WEAPON QUALITIES65
 SPECIFIC WEAPONS66
 SINGLE-USE ITEMS66
 DETONATIONS66
 OILS67
 POTIONS.....67
 TOKENS.....68
 CHARGED ITEMS68
 CONSTANT ITEMS68
 SPELL-COMPLETION ITEMS71
 ARTIFACTS71

CHAPTER FOUR: CREATURES

ALABAST74
 CHORRIM75
 CYCLOPS77
 DARK WARDEN78
 DREAM HUNTER80
 HARRID81
 INSHON.....82
 RADONT.....85
 RHODIN86
 SHADOW TROLL.....88
 SLASSAN.....89
 XAAER (DEATH OOZE)90
 CREATURES FROM OTHER SOURCES92
 CORE RULES92
 CREATURE COLLECTION94
 CREATURE COLLECTION II.....94
 TOME OF HORRORS.....94
 OTHER MONSTERS.....94

LEGAL APPENDIX

OPEN GAME LICENSE94



Beyond the Horizon

A flock of gulls settles down on the rocks as the waves crash in around an ancient idol, the only remaining relic from a temple now forgotten by the descendants of those who built it. Down the coast lies a bustling city, heedless of the complex past, each individual living life as easily and as peacefully as possible. Giant ship captains, standing 12 feet high, issue commands to the black-furred, bestial sibeccai sailors aboard fantastic craft like those that once, hundreds of years ago, crossed the Great Eastern Sea. Cautious, brown-maned litorian warriors watch those around them closely, while diminutive faen and even tiny sprytes dart about, on their way to some great adventure. Stoic, vinaceous-skinned verrik and almost draconic mojh stand among the human dockworkers, conscious of their differences—but silent.

Further inland, impossibly tall mountains hide mystical vales filled with secrets of earlier days that were both better and worse than the present. Mages study among crumbling, lore-choked libraries and cast spells atop glistening towers of crystal and gold. Creatures stir, the legacies of the hated dramojh—themselves the scions of the dragons that once ruled the land as kings. These new threats bide their time, waiting for their chance to avenge the past and destroy the future.

These are the Lands of the Diamond Throne, where life is worshipped, but so is death. Where heroes follow the path of the staff or path of the sword and learn what it means to serve the land. And where honor, oath, and duty mean as much as gold or jewels.

The Diamond Throne is a sourcebook supporting *Monte Cook's Arcana Unearthed: A Variant Player's Handbook*. This book is primarily for DMs. The assumption is that the DM will read through it and parcel out the information to players as they need it.

That said, players who are real fans of the Diamond Throne setting or who are interested in prestige classes or magic items might want to own this book as a reference of their own.

WHAT'S INSIDE?

Here's what you'll find in each chapter of *The Diamond Throne*:

1. People and Places: This, the largest chapter of the book, is a gazetteer of the Diamond Throne setting. It focuses on the generalities you need to run a game set there or play a character from there, rather than on lots of detail. You'll find out about the kinds of people that live in the setting, what's important to them, how they relate, and what their history is, as well as a brief overview of the lands, cities, and groups to be found there.

2. Prestige Classes: Not only does this chapter offer eight new prestige classes, each specific to the Diamond Throne setting, but it also discusses prestige classes found in the DMG and elsewhere that you might consider using for a campaign set in the Lands of the Diamond Throne.

3. Magic Items: Simple and straightforward, this chapter presents magic items for the Diamond Throne setting. You'll find magic item types you're familiar with (potions, rings, wands, swords, and so on) as well as some brand-new ones (charms, detonations, oils, and so on). This chapter also tells you how to use magic items from the DMG in this setting.

4. Creatures: This chapter details a dozen new monsters and suggests monsters from the MM and other books that you might want to use in a Diamond Throne campaign.

Bonus source material and ideas to augment the information in this book appear on Monte Cook's website. Find the links to these free web enhancements at the book's product page online at the following address: <www.arcanaunearthed.com>.

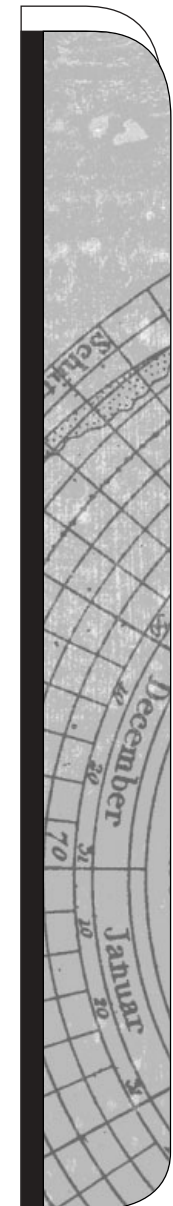
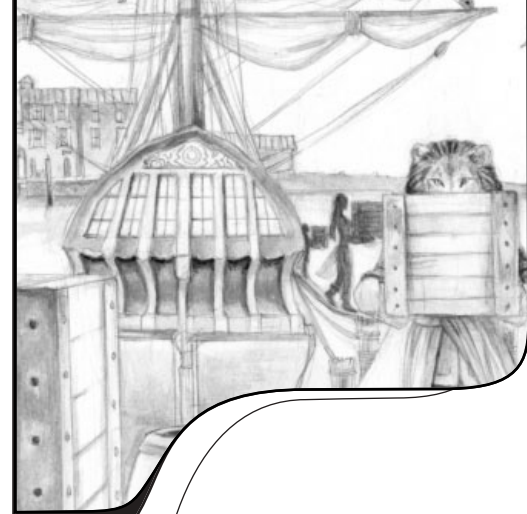
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Throughout this book, a dagger (†) indicates a prestige class or magic item introduced in this book. Otherwise, this book refers to spells, feats, and other rules introduced in *Monte Cook's Arcana Unearthed*, and also to rules from the three Core Rulebooks: the *Player's Handbook*, DMG, and the MM.

WHAT OTHER BOOKS DO I NEED?

You can use *The Diamond Throne* in two ways. If you have *Monte Cook's Arcana Unearthed*, this book is a setting featuring prestige classes, magic items, and monsters created with those rules in mind. However, if you are using the Core Rulebooks for the d20 System instead, some of the references to races, classes, feats, spells, and other aspects of the new material might cause you some extra conversion work.

This book assumes that you've got the DMG and the MM, whether you're using *Arcana Unearthed* or not. Chapter Three: Magic Items builds on those already found in the DMG, and Chapter Four: Creatures likewise supplements the MM—but you'll need those books for the basics on *+3 keen swords*, determining treasure, calculating the hit points for a door, and figuring the stats for a bear (not to mention a basilisk or a manticores). *The Diamond Throne* even supposes you might have the *Creature Collection* and *Relics and Rituals* series from *Sword & Sorcery*, the *Book of Eldritch Might* series from Malhavoc Press, and *Tome of Horrors* from Necromancer Games. These books are not required—merely handy.



THEMES AND FEEL

In the Diamond Throne setting, there are no easy answers. While *Monte Cook's Arcana Unearthed* is set up for traditional, high-fantasy play, the world isn't as straightforward as some high fantasy can be. There are no alignments. You can't cast a magic spell and say, "That man is evil, therefore it is all right for me to slay him. In fact, it is Good to do so." The races do not necessarily all like each other or get along. While none of the core races for the game are enemies, certain built-in issues complicate things. This is a place meant to appeal to roleplayers as well as monster slayers.

Another theme pervasive throughout the setting is that of choice over destiny. This goes hand in hand with the absence of codified alignment. You aren't born evil because you're a member of a certain race. You don't, as a member of another race, have some manifest destiny to conquer and rule. And while there are certainly heroes and villains worthy of those titles, they are heroes or villains because of the choices they make. A hero can make one wrong choice and find himself a villain, and vice versa. You choose to be the class you are; sometimes you can even choose your race (in the case of *mojh* and *sprytes*). You choose your own destiny in the Lands of the Diamond Throne—and you take responsibility for the choices you make.

With places in the world like the Floating Forest, the Crystal Fields, and the displaced ruins of Thartholan, the world of the Diamond Throne is extremely fantastic. The setting is not necessarily high-magic (not everyone is a spellcaster), but it does assume characters out there are casting 9th-level spells. It presupposes the level of magic found in the treasure tables in Chapter Seven: Rewards of the DMG. Well-guarded merchant caravans carrying potions cross the wilderness to sell in the small towns of the South. Faen raiders mounted on giant bats swoop down to attack them and steal their valuable wares. Hired mercenary mage blades repel the attack with sword and spell. Strange mage-priests work with vulture-headed harrids to carry out the last will of a long-dead and nearly forgotten god. This is the world of the Diamond Throne.

The feel, then, is that of a traditional fantastic world, stressing the fantastic over the palpable black-and-white distinctions. The setting owes much to the works of Stephen R. Donaldson, Ursula K. LeGuin, Michael Moorcock, Jack Vance, Clark Ashton Smith, Robert E. Howard, Fritz Leiber, and L. Sprague de Camp. Many of these authors come from an "earlier age" that stressed the fantastic. Some created characters who were far too complex to label as simply "good" or "evil."

The Diamond Throne is for them.

And for you.

RUNNING GAMES IN THE DIAMOND THRONE

When you look to run a game in the Diamond Throne setting, keep in mind the themes and feel at work here, as previously discussed. Give a look through the sections in Chapter One: People and Places regarding the kinds of people that live in the setting and what they value. Make sure you read Chapter Four: Creatures to learn what monsters live there, and—just as important—what monsters do not.

And then when you're done, do whatever you want.

This setting was created to be as open ended as possible. There's plenty of room to throw in vast amounts of your own created material.

Add a new god vital to the well-being (spiritual and physical) of a region that the PCs are going to pass through. Keep in mind that deities in this setting, as often as not, are physical entities that sometimes even appear in the world, but they can also be ephemeral, omnipotent, and omniscient beings beyond the ken of mortals, with no physical form at all. In this setting, there is no formal definition of god (without a cleric class, it's not needed). Here, the focus of a religion might be a gargantuan spider that lives in an old ruin, fed by its own strange cultists. On the other hand, it might be something intangible, like Freedom, Justice, or Time.

Throw in an ancient artifact with a complex history of wars and warlords, or monsters and thieves never even hinted at in this book. This is a big setting, and the gazetteer gives you only the highlights. Create whole towns, ruined castles, noble-filled palaces, or mysterious and magical woods. Don't let the Floating Forest and the Crystal Fields be the most fantastic places in the world—create your own isolated and mystical locales.

Add a race just arrived from the continent to the southwest. The world is even bigger than what you see on the maps. We know of two other continents: to the far east, where the giants and sibeccai come from, and to the southwest, which is very close and filled with exotic races and creatures. This is your cue to create, lift from other d20 products, or take a cool idea from a book or a movie to add new foes and allies your players have never seen before.

Monte Cook's Arcana Unearthed is all about having a different take on things. If you've already accepted the strange new classes, races, and other material in that book, don't stop there. The Diamond Throne setting was made with the idea of doing something a little—or in fact, a *lot*—different.

People and Places

Although the nature of Monte Cook's Arcana Unearthed is such that DMs can use the races, classes, and other features in the book to create their own campaign world, the Diamond Throne is a ready-made setting designed specifically around all the concepts from that book.

Here you will find not only the giants, litorians, akashics, unfettered, and others that you are already familiar with, but a full description of the history of the dramojh, the coming of the giants, and the backgrounds that suggest why the races interact the way they do.

This chapter, however, is only the broadest, simplest view of the setting. Obviously, there is much for DMs to flesh out and make their own. The gazetteer that follows is a framework for you to fill in with your own details.

THE WORLD

Every culture has its own name for the world, but in the common tongue of humans it is known as Serran. Deep in all racial consciousness, known also as the akashic memory, lies the truth of the creation of the world, although the exact date of that event is contested.

A single moon hangs high in the Serran sky. On clear nights, most people perceive it as having a light blue hue. In the middle of summer, however, it is clearly bright white. The moon shares the night sky with five planets. During the day, the sun is a warm yellow.

The Lands of the Diamond Throne are but a (large) part of a single continent on Serran. The western and northern reaches of the continent are generally unknown. The explored portions are frequently called “the realm” in addition to the “Lands of the Diamond Throne.” Historically, the area was called Terrakal, and before that, the entire continent was simply “the Land of the Dragons.” The giants of today call it Dor-Erthenos.

The southernmost edge of the continent lies about 700 miles above the world's equator. At least one other continent

is known to exist, to the far east, from which the giants and sibeccai originally hail. Infrequent tales speak of a mysterious continent to the south and west, where creatures unknown to those in the realm live. Some speculate that the mysterious and wicked avian humanoids known as harrids originally come from this place (see Chapter Four: Creatures).

Serran vs. Earth

Serran is ever so slightly smaller than the Earth on which we live. The main portion of the region shown on the map on page 9—the realm—is about the same area as the United States, albeit configured very differently.

This helps explain why most people living in Dor-Erthenos know little to nothing about the Free Cities of the South, and vice versa. Given travel times and the hardships involved (without magic), few travelers make it such a distance, and to do so can take months.

KEEPING TIME

The Serran day is 24 hours long, although no one has names for the actual hours.

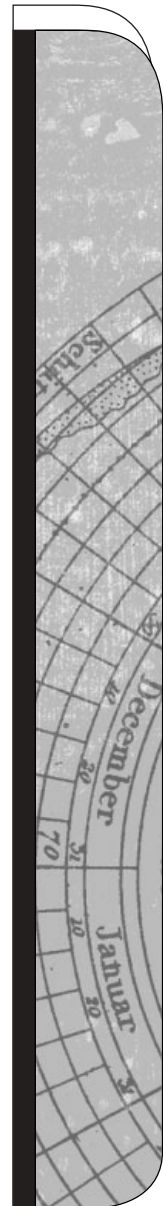
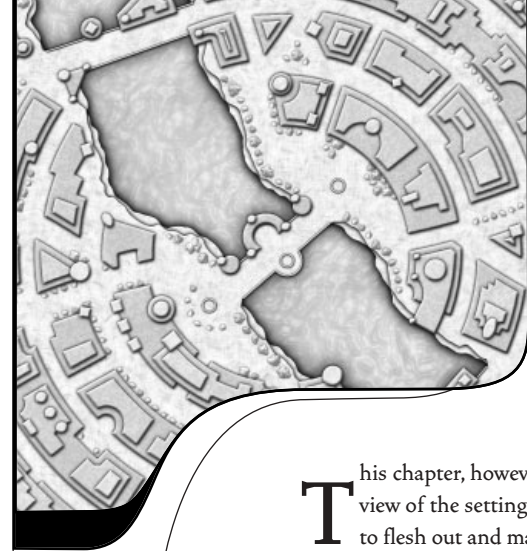
People refer to noon and midnight, as well as dawn and dusk, and then measure time from there. “Two hours after noon,” they say, or “an hour before dusk.”

The year lasts 364 days. There are 13 months of 28 days each. Most often, the months are simply called “Firstmonth,” “Secondmonth,” and so on, all the way to

MONTHS OF THE YEAR

Common	Giant	Faen	Litorian*
Firstmonth	Iu-Tarthes	Sunshadow	Snow
Secondmonth	Ae-Noman	Frostglint	Mist
Thirdmonth	Ai-Gebbon	Windlion	Birth
Fourthmonth	Ko-Fenas	Fathereye	Rain
Fifthmonth	Ji-Naras	Bloomkiss	Sun
Sixthmonth	Rin-Taras	Neverstar	Leaves
Seventhmonth	Pal-Henach	Brightsong	Sky
Eighthmonth	Yun-Feerna	Skyhome	Reeds
Ninthmonth	Te-Carob	Mothereye	Gift
Tenthmonth	Na-Vesto	Flameleaf	Twilight
Eleventhmonth	Al-Gerran	Kinspeak	Stars
Twelfthmonth	On-Heccan	Chillmoon	Sleep
Lastmonth	In-Dearam	Wolfhowl	Moon

*The litorian calendar considers Birth the first month of the year.



“Lastmonth.” The giants have their own names for the months, however, as do the faen and the litorians. The giant month names are “official,” and many people adopt the evocative, flavorful names the faen use.

The days of the week also have a variety of names, but the common names are used so widely, they are the only ones worth noting. There are seven days in each week, each with a shortened or slang form often used as well:

- Dawnday/Dawday
- Waterday/Waday
- Earthday/Erday
- Halfweekday/Hawday
- Skyday/Skiday
- Firesday/Firday
- Restingday/Resterday

IMPORTANT DAYS

Although there are many festivals, sacred days, and days of ceremonial importance to the people of the realm, these are the most important ones:

- **Runecurse:** On this, the supposed anniversary of the death (or disappearance) of the Rune Messiah, all living creatures suffer a -1 luck penalty to attack rolls, saving throws, and checks. Curse spells gain a $+1$ bonus to their saving throw DCs. This observance occurs on the 10th of Firstmonth.
- **Remembrance:** The 17th of Secondmonth is the anniversary of the last day of the Battle of the Serpent’s Heart, when the giants defeated the dramojh. This day people remember the heroes of that struggle and those slain or tortured by the evil dramojh. This is typically a day of solemn celebration.
- **Landwarding:** On the 3rd of Thirdmonth folks observe the importance of the land. People work to plant on this giantish holiday, nurturing life in the soil. They also take special care of animals.
- **Moon’s Eve:** On the 12th day of Fourthmonth, witches (and others) celebrate the magical significance of the moon. At night, from dusk until midnight, all simple spells are one slot lower than normal to cast (0-level spells remain unaffected).
- **Narasanight:** The 15th of Fifthmonth is a giant festival day—although the festivities really happen at night. On this evening, giants gather to sing and tell stories. Many important ceremonies take place then as well.
- **Solstices:** The summer solstice occurs on the first day of Seventhmonth, and the winter solstice on the last day of Lastmonth. Each of these days is considered sacred, and most people treat them with solemn reverence. The only ceremonies on these days are those devoted to giving thanks to the land. Greenbonds in particular hold solstice days as special; those able to do so often spend them in the company of the spirits of nature, who are said to celebrate in fantastic and unimaginable ways.

- **Bladesong:** On this day, also known as Warrior’s Day, the populace celebrates and honors those who excel with skill at arms. Usually this day, the 10th of Tenthmonth, features combative competitions and tournaments. All characters proficient in martial weapons gain a $+1$ morale bonus to attack rolls, saving throws, and checks.
- **Landsmilk:** This harvest festival is celebrated in most lands, although it has a few different names, like Karatul and Bountyfest. It occurs on the 14th of Eleventhmonth
- **Vaddinalakin:** The last day of Eleventhmonth is the day most sacred to witches. On this day, all witches cast spells and use their witchery powers as if they were one level higher than normal.

THE PEOPLE

The lives of the people in these lands—whether they be human, faen, giant, verrik, or any of the other races—are grounded in concepts like duty, personal integrity, and the importance of one’s word or oath. Obviously that doesn’t mean that everyone has a great deal of integrity or a strong sense of duty. It simply means that, when judging one’s character, these are the criteria used. Although people use words like “good” and “evil,” they’re just as likely to use “honorable” or “untrustworthy.”

Generally speaking, then, people in the Lands of the Diamond Throne value their own personal honor and the opinions others have about them based on their actions. Giving one’s word means something to these folks, as do bonds of trust and duty. They are an emotional people who do not often give in to frivolity or laziness.

These traits, of course, vary from individual to individual, and can show marked differences among the various races. For example, faen normally are more emotional and quicker to be a bit frivolous than others, while sibeccai are less emotional and even less frivolous.

CEREMONIES

Again generally speaking, the people of the Lands of the Diamond Throne value ritual and ceremony. They take pride in following tradition and respecting careful, deliberate, and meaningful rites and formal customs.

CEREMONIES OF IMPORTANCE

The ceremonies held to be important in these lands say a lot about the nature of the people that value them. Although some ceremonies carry game benefits—ceremonial feats, for example—the following list discusses only ceremonies of cultural significance (with the exception of the naming ceremony).

Naming Ceremony: Most important of all ceremonies, the naming ceremony occurs for almost every individual at a time of maturity. For humans, verrik, and litorians, this is around age 14. For giants and faen, around 20. For sibeccai, it can be as early as age 9 or 10. (Mojh normally do not go through a naming ceremony as mojh, but as humans, for most mojh do not become mojh until they are adult

humans.) At this time, one goes into a trance and delves deep within to learn one's own truename. This also serves as a rite of passage ceremony.

This ritual often involves a large part of the community in which the individual lives—sometimes as many as 50 people participate. It takes about an hour and is normally followed by a feast and various entertainments: singing, dancing, comedy, and so on.

Characters who are Unbound—or, as they are sometimes called, Unnamed—do not go through this ceremony. This is obviously a rare occurrence; an adult usually reaches maturity without a truename only under special circumstances. Sometimes, people reject their truenames, while other times they were merely ignorant of the principles or the process (some claim that certain people are just born without truenames). It is possible, however, to have a truename without going through the naming ceremony.

Even bestial or primitive creatures, such as goblins, rhodin, or horrim, have their own versions of this ceremony. Monstrous intelligent creatures such as lamias, sphinxes, and hags often learn their truenames on their own.

Lifequest Ceremony: Often when apprentices finish their apprenticeships, or students finish their studies, a ceremony congratulates them and commemorates their setting out on the path of their life. These are usually small and informal ceremonies.

Joining Ceremony: Unlike the naming ceremony, the joining ceremony varies greatly from race to race and culture to culture. These ceremonies join two people in marriage, signifying their physical and spiritual union.

Faen and giants are both fiercely monogamous, while sibeccai rarely mate for life, instead preferring to have multiple spouses over the course of their relatively short lives. Humans, litorians, and verrik vary in their opinions, and mojh utterly reject marriage and joining—as well as love and sex. Sprytes, it should be noted, still hold onto their faen ideals regarding love and marriage even though they cannot reproduce.

Brotherhood Ceremony: Very similar to a joining ceremony, someone entering into a partnership, alliance, or any kind of joint venture with another person (or one group allying itself with another group) may hold a brotherhood ceremony. Sometimes small, informal groups like adventuring parties hold brotherhood ceremonies to fortify their relationship. Usually brotherhood ceremonies require the participation of only those involved in the relationship and perhaps a witness. However, sometimes these ceremonies are vast, as two tribes or kingdoms ally with one another.

When celebrated between a few individuals, the participants often tell each other their truenames as a sign of complete trust.

Disavowal Ceremony: The opposite of a joining or a brotherhood ceremony, the disavowal rite is performed when it comes time to end a relationship. This might be a

divorce, the end of a partnership, or a family member disavowing another publicly for some wrongdoing. Sometimes, when performed by a ruler toward another ruler, this ceremony marks the beginning of a war.

Welcoming Ceremony: This very short rite welcomes newcomers into a home, or important dignitaries into a kingdom or a city. It often involves the exchange of small gifts. A form of this ceremony is used when a new baby is born into a family.

Farewell Ceremony: Similar to the welcoming ceremony, this rite sends travelers off on voyages and visitors back on their way home. This ceremony is usually large and sometimes accompanies a feast.

Luck Ceremony: When someone begins a new venture or takes on a quest, this ritual helps ensure that they find only

About the Author

Monte Cook started working professionally in the game industry in 1988. In the employ of Iron Crown Enterprises, he worked on the Rolemaster and Champions games as an editor, developer, and designer. In 1994 Monte came to TSR as a game designer. As a senior game designer with Wizards of the Coast, he codesigned the new edition of Dungeons & Dragons, authored the Dungeon Master's Guide, and designed the Book of Vile Darkness and the d20 version of Call of Cthulhu. For WizKids Games, he designed the HeroClix system of superhero combat.

A graduate of the Clarion West writer's workshop, Monte also has published short stories and two novels. In his spare time he runs games, builds vast dioramas out of LEGO building bricks, and reads a lot of comics.

About the Illustrators

Cover artist **Sam Wood**, a Seattle-based illustrator, works primarily in the role-playing and electronic game industries. While a staff artist at Wizards of the Coast, Sam illustrated Dungeons & Dragons, Magic: The Gathering, and many other games. In addition to Malhavoc Press, he's worked for a wide range of companies, from Green Ronin to Microsoft.

If you like d20 System products, chances are you've run across the creative work of writer, illustrator, and cartographer **Ed Bourelle** before. His artwork and maps have appeared in products from Bastion Press, Fantasy Flight Games, Mystic Eye Games, Sovereign Press, Sword & Sorcery, and more. Learn about him at his website <www.skeletonkeygames.com>.

Eric Lofgren's early influences included comic book art, the oils of Frazetta, and the inks of Berni Wrightson. Upon discovering roleplaying games, he schooled himself in fantasy art. After years of working other jobs to sustain himself while drawing away evenings and weekends, he decided to take the plunge, illustrating in the RPG industry. See more of his work at <www.ericlofgren.com>.

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Malhavoc Press

Malhavoc Press is Monte's game imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. Malhavoc Press products exhibit the mastery of the 3rd Edition rules that only one of its original designers can offer.

Other titles compatible with Monte Cook's Arcana Unearthed include a DM's Screen and Player's Guide. Also look for Anger of Angels by Sean K Reynolds, coming next from Malhavoc Press. Most current titles are available to purchase in either print or electronic (PDF) format at <www.montecook.com>.

good fortune. It often can be held with one person in addition to the person needing luck. One never holds this ceremony for oneself.

Oath Ceremony: When someone swears an oath or takes a vow stating that they will (or sometimes will not) do something, they often have a ceremony where they state the oath or vow before witnesses in a short but very formal ceremony.

Healing Ceremony: When someone is ill, this ceremony is performed to ritually cleanse both patient and the room she occupies of illness. This is not thought of as any kind of magical healing (and it confers no such benefit), but it is thought to put the patient in the correct frame of mind to encourage natural healing. Some spellcasters will not attempt to use a *remove disease* or similar spell without first performing this short ceremony.

Victory Ceremony: This celebratory ritual not only allows someone who has achieved a great feat to be honored, but it is an opportunity for the victor to give thanks to those who helped him. This ritual usually coincides with a great feast or party.

Thanksgiving Ceremony: Sometimes accompanying a victory ceremony and sometimes simply held when something fortunate happens, this ceremony usually involves as many people as the participants can muster. The bigger the blessing, the bigger and longer the ritual. Many cultures use a form of this ceremony at times of harvest, when a drought breaks, and so on.

Mourning Ceremony: In contrast to a victory or thanksgiving ceremony, the mourning ceremony is performed when one or more of the participants has experienced a great loss or a defeat. This is an extremely long ritual, sometimes extending over multiple days. It can also follow a funeral ceremony.

Resurrection Ceremony: In the rare cases when magic brings someone back to life, this ceremony welcomes her back to the land of the living and solidifies and calm her soul after its harrowing journey.

Funeral Ceremony: When someone dies, this daylong ceremony is held in the person's honor, to wish his soul a quick and safe journey to the afterlife.

THE RACES

The major races of the Lands of the Diamond Throne are giants, humans, faen, litorians, sibeccai, verrik, and mojhs. Other minor races, such as goblins, rhodin, chorrims, hags, and so on make too small an impact on the lands to be considered a major race. The lands referred to in this section and the next are shown on the map of the Diamond Throne lands on the next page.

RACIAL DEMOGRAPHICS

Humans are the most numerous and widespread race in the Lands of the Diamond Throne. With the exception of the deepest reaches of the Harrowdeep (and the frozen wastes beyond), and the heart of Zalavat, where they are not welcome, humans live throughout the entire realm, at least in small numbers. (There are certainly areas of the Bitter Peaks,

Thartholan, and the Wildlands of Kish, for example, that offer dangers too great to allow anyone to live.)

The giants, as a race, never stray far from the water—the love of ships and sailing runs too deep in their blood. Thus, the vast majority of giants live on the coast or along the banks of the largest river in the lands, the Ghostwash. Giants are known only by reputation south of the northern edge of Fallanor (except for along the coast), in most of Zalavat, and west of the Bitter Peaks.

Although sibeccai usually dwell near giants, they have gone farther afield in the last hundred years or so, spreading south into the Southern Wastes and into the mountains to the east and west. They are virtually unknown as far south as Fallanor, the Wildlands of Kish, and most of Zalavat.

Faen dwell mostly in the north, in and around the Harrowdeep. In addition to their own isolated hamlets and villages in the forest, they frequent the Crystal Fields, the northern Elder Mountains, and cities such as Navel and Thayn. However, being fairly curious and daring, faen individuals can be found anywhere.

Most people think of litorians as keeping to the Central Plains, but in fact they range throughout the lands south of the Harrowdeep, even into Zalavat, Fallanor, and the Jungles of Naveradel. They are not unknown in Verdune, Thartholan, Kish, and into the Unknown West. Litorians are second only to humans in their propagation and population.

Verrik hail from the South, specifically Zalavat. To find a verrik in the North, particularly north of the Ghostwash, is a surprising circumstance. Elsewhere, particularly in the warm climes of the South—Fallanor, the Free Cities, the Wildlands of Kish, and the Jungles of Naveradel—verrik thrive in numbers. Many also dwell in the island kingdom of Noll.

Mojhs live in small numbers almost anywhere that humans dwell. They favor remote locales and seem rather impervious to climate, so one could look for a small mojhs colony high above the snow line in the mountains, in the dry Southern Wastes, or in the Wildlands of Kish and probably find one.

RACIAL DIFFERENCES AND INDIFFERENCES

None of the major races—the giants, humans, faen, sibeccai, litorians, mojhs, and verrik—are broadly recognized as outright enemies. However, certain races get along with some better than others.

Giants and faen get along about as well as members of two races possibly could. The predilections of both folk complement each other. Both appreciate the importance of balancing duty with celebration and relaxation. Really, though, giants look at all races with the same sort of “little brother attitude” (as the human philosopher Dionest once put it).

Faen hate it when people look down on them because of their size. They normally go into any relationship assuming they will be treated as equals. They only feel resentful when others prove them wrong. Thus, more than any other race, they are likely to judge people as individuals rather than react to them based on their race. (Dionest, the human

THE LANDS OF THE DIAMOND THRONE



philosopher, once put it another way: “Faen ignore the race of those they meet and treat everyone the way they would treat another faen. Of course, that means they are continually surprised when others do not act like faen.”)

Sibeccai remain somewhat distant from all races save the giants. In particular, however, they do not mix well with faen and often find themselves resentful of litorians. They frequently make no attempt to conceal these feelings, but change their behavior when individuals take actions that show they are worthy of respect.

Litorian philosophy encourages them to look upon all creatures with the same amount of respect (although initial wariness is always in order). However, their natural inclination was to resent giants with as some humans do, even if they show it more subtly. But over the years, the giants have gradually won their respect. These same instincts make them somewhat hostile to mojh and sibeccai at first, but they try to overcome them.

The mojh look at almost every race with the same slight distrust and disdain.

Verrik are inscrutable and stoic. While they believe their way of thinking is best, they are less likely to judge members of other races for their differences than, say, humans. They perhaps understand giants and humans best of the other races, finding litorians and faen a bit bewildering at times. Verrik also deal well with mojh and sibeccai, but find them, in general, a little dangerous.

Some humans resent giants as outsiders who have “taken over.” Generally they are wary of the harsh, sometimes cynical sibeccai and the mojh—humans who willingly gave up their humanity. Like the other races, humans are a bit disturbed by the verrik, despite the fact that in the history of the realm, humans and verrik have never actually come into conflict. Humans like faen but sometimes do not take them as seriously as they should, much to the humans’ loss and the faen’s displeasure.

REGIONAL DIFFERENCES

In addition to the people’s racial differences, the area in which they live encourages cultural differences as well. Humans display this variety most clearly, but it is true—in general—of other races as well. In fact, one cannot entirely divorce racial and regional differences, since the attitudes and cultural distinctions of people from the South exist at least in part due to the presence of the verrik, while those of the North almost assuredly are influenced by the faen.

THE NORTH

The Devanian Coast, the Harrowdeep, and most land north of the Ghostwash is usually known collectively as the North. Generally speaking, this region includes the “heart” of the Lands of the Diamond Throne, and the towns and cities there are among the safest and most orderly places in the realm. The people of the North consider themselves a bit more sophisticated than those of other regions, although most would not make such a claim out loud.

Generally speaking, Northerners appreciate elegant food and wine, the arts, and communal activities. They are gregarious by nature and usually polite and hospitable. They value aesthetics and convenience very highly. Northern society is somewhat striated, with a strict hierarchy of low-, middle-, and high-class people. They see occupations as very compartmentalized—a Northern farmer is more likely to hire workers to fix his fence than to do it himself because that’s not “his job.”

Few people live in the land between the Elder Mountains and the sea. This region gets a lot of rain and cold weather and sometimes is called “the new frontier.” Although once the home of one of the continent’s oldest kingdoms (Devania), it has become a wilderness grown over the ruins of that ancient civilization. The people are mostly herders, trappers, hunters, and miners. They have a quiet, calm, and thoughtful manner. These men and women are far less gregarious than others in the North.

THE SOUTH

People refer to the lands south of the Ghostwash, down through the Southern Wastes and most of Zalavat, as “the South.” This region is marked by contrasts. The verrik maintain an orderly, ancient society of their own, but the members of other races in the South are more free-wheeling and rough. Many dwell in the region because they or their ancestors moved southward to find a less structured, more free-spirited home. Cities such as Khorl, Jerad, and Xavel are known to be fairly lawless, with less direct control by the representatives of the Diamond Throne—although in comparison to other places (such as the Free Cities of the South) this reputation is usually overstated.

Southerners in general are less particular about art, food, drink, and other such “sophisticated” concerns than their Northern neighbors. Their concerns are both more base (simple survival, particularly in small villages and hamlets) and more philosophical (freedom, rights of the individual, a person’s rightful place in the world, and so on).

Entertainment in the South is usually bawdy and the humor broad. Ale is a more common drink than wine (although verrik always prefer wine).

It is more likely that a litorian would find a home of his liking within the bounds of a Southern city than one in the North. They take to the less structured, freer lifestyle in such places over the stricter, more “refined” communities of the North.

THE FAR SOUTH

Also known as the Distant South, this region includes Fallanor, the Free Cities of the South, the Jungles of Naveradel, and even the Wildlands of Kish. People under the rule of the Diamond Throne know little about these faraway places. The occasional trader or sailor brings back tales of the Free Cities or Fallanor: stories of wild, exotic locales, lawless cities and races, and beasts unknown in regions farther north.

Only the hardest and most intrepid explorers can relate information about Kish or Naveradel. These unsettled lands are strange and filled with exotic creatures and amazing wonders.

Outside the direct rule of the Diamond Throne, the people of the Far South are much less cohesive than those of other regions. Traits of the population include self-reliance, a distrustful nature, and far less value placed on community, honor, and keeping one's word. This is a rough-and-tumble place. Customs vary from city to city and change quickly with the rise of new rulers or sudden trends.

THE WEST

The West—Verdune and Thartholan—continues to rebuild from the devastation and changes wrought by the dramojh. Communities are few and far between, and most are governed by paranoia and fear due to the undead and other-planar creatures still inhabiting the region. Cities and towns here have high walls and take curfews seriously. You'll hear people here say things like "better careful than dead" and "trust is earned, not given."

For the most part, these folk remain quiet, somber, and slightly nervous. Yet they are determined and stubborn as well. Most do not have the luxury of convenience or sophistication.

PASTIMES

Life in the Lands of the Diamond Throne isn't all about fighting, spellcasting, and going on adventures. The people of the realm have fun as well.

FESTIVALS

Festivals and celebrations occur all the time, particularly on important dates and holidays and when ceremonies are performed. They often involve music, dancing, games, contests, and—of course—food. It's not at all uncommon for a traveler to arrive in a community and find residents engaged in a festival she's never heard of. Many are very localized.

GAMES

Of course games are a favored pastime for folks of all races. In addition to the few examples listed below, people frequently have contests of prowess or skill—footraces, hitting a target with an arrow, leaping, juggling, rope-walking, riddle solving, and so on. Litorians pit tribe against tribe in rough team sports. Fierce bloodsports, from gladiatorial-style combats to beast pitfighting, are common among the sibeccai.

- **Dancing Bones:** A betting game played with dice.
- **Kings and Kingdoms:** An elaborate strategy game with a board and many pieces.
- **Spit and Bobber:** A game of manual dexterity played for small amounts of money.
- **Three's Your Uncle:** A game of throwing daggers at a target for points.
- **Witch Stones:** A strategy game played with a set of tiles bearing symbols.

THEATRE

Theatre has a long and distinguished history in the Lands of the Diamond Throne. From a lone minstrel or traveling storyteller to troupes of actors, dancers, and clowns moving from town to town in wagons to officially sanctioned works in huge, permanent auditoriums, theatre delights many. Some performances are clearly aimed at commoners, while others are meant for more sophisticated tastes. Most everyone, however, enjoys a good show.

Mojh and sibeccai are rarely actors. Giants, faen, and humans take to performing the most, and litorians occasionally try but are rarely any good (except at singing, at which many excel). Verrik attempt to incorporate magic or psychic abilities into all their performances.

COLLOQUIALISMS

Of course, a wonderful way of understanding a people is to listen to how they talk, and even how they curse. Here are a few examples:

A Giant's Reach:

Something about 10 feet long (technically). More generally, something that is distant, but still visible. "The other side of the cave's only about a giant's reach from here."

Ale-Addled: Drunk.

Angel's Wings:

Extreme luck. "He was saved by angel's wings."

Between Midnight and Death: A phrase used by many to mean "in deep trouble." As in, "We're between midnight and death down here!"

Biter: Someone weak, attempting to be strong. "Little biter" is the most common use. Often used by crude members of other races to describe a faen, particularly a faen warrior.

Bitter Suns: A curse. When directed to another, it means, "May the rest of your days be painful and sad."

Bobber: A copper piece.

By Malleus' Beard: An exclamation. The phrase refers to the great human hero Malleus, whose point of pride was his beard.

Cack: Nonsense.

Deuce: A silver piece.

Far From Home: Originally a litorian saying ("Araansha," in the native tongue), this means anything strange or alien.

Farther West: A term that means "keep looking" or "keep trying." Referring to the fact that no one really knows what lies to the distant west, people use this phrase when some-

Warrior Greetings

A common practice among warriors of any type is to greet someone with one's weapon: "My sword greets you," for example, or the even friendlier, "My axe sings your praises." Likewise, an unfriendly greeting is only slightly different: "Tell it to my blade," or "Everything I have to say to you, I'll say with my spear."

Similar in tone, some warriors say this to a character they distrust: "I'll trust you/like you better/sleep better when you're dead and buried in the cold ground."

one makes an incorrect guess or can't find something that's lost. "Farther west, friend," one might say to such a person.

Feykin: What giants often affectionately call faen.

Gob-Friend: A shortened form of "goblin friend," this term is a pejorative descriptor for someone, implying that the person likes disgusting, low-class, or otherwise nasty things.

Little Brother: What giants often call a well-liked human.

Log sleeper: A stupid person.

Maggot: A devious person.

Meadfoot: Someone able to hold his liquor.

Niashra's Gift: A blessing, or something truly excellent. A *greater battle healing* spell, a sack of 1,000 gp, or a masterwork sword, given from one individual to another, can be referred to as Niashra's gift.

Queen's Coin, or a Queen: A gold piece.

Race-Traitor: What some humans call *mojh*. This is a particularly offensive term.

Rarer Than a Dragon's Scale: Something very uncommon, or something precious.

Royal: A platinum piece.

Spell-Brained: Stupid.

Strong as a Magister's Staff: Something nearly unbreakable.

Witch-Headed: Crazy. Witches do not care for its use.

THE GODS AND RELIGIONS

In the opinion of many, the gods of the world are gone, or so faded in power that they no longer hold a significant position in the cosmology. The argument goes that if the gods were so powerful (or real at all) as to be worthy of worship, they never would have abandoned so many to the *dramojh* for so long.

Giants and *litorians* do not worship gods. Neither do the *verrik*, although they do believe that after they die they can ascend to near godhood. The *faen* and the *sibeccai* have many gods, although each has its own brand of spirituality. *Mojh* mostly worship dragons and dragonkind. Humans are split fairly evenly, with about half either disbelieving in or resenting all deities and the rest at least a little faithful in their chosen religion.

Because of this attitude toward religion, most temples are old, and many are in poor repair. A great number are abandoned altogether.

THE GODS OF THE DENOTHOLAN

Denothol was a great human hero who used legendary perseverance and magic to travel to the mystical realm where the gods lived. His story and his catalogue of the gods, their portfolios, and their relationships is recorded in a book called the *Denotholan*. The gods described within are called the Gods of the Denotholan. Although there are other gods, they are usually quite minor. The Gods of the Denotholan are those that hold (or held) large numbers of worshippers as well as great sway over their lives.

NIASHRA

The chief deity of the Denotholan pantheon, Niashra takes two forms. The first is that of the goddess of nature, or of the land, in which she appears as a beautiful human woman with flowing golden hair and wearing leaves, vines, and flowers. The second is that of the goddess of motherhood and life, in which she looks like a very large, pregnant woman with middle-aged features and children at her feet.

Niashra is the goddess of life, of nature, and of loving and caring emotions. She is the most popular of gods, and her temples are usually wide expanses of marble and statuary, with many pools and fountains. The majority stand in populated areas, although some are secluded in more natural surroundings. Her symbol is a woman's face made of leaves.

VEKIK, THE RUNEGOD

Lord of science, alchemy, and magic, Vekik as often as not is portrayed as a disembodied, ever-changing mathematical formula. Other times, he appears as a thin, bald male human whose flesh is covered in runes and symbols.

Vekik is enigmatic, and his doctrine requires years of study to truly understand. His way stresses logic over emotion and brains over brawn. His worshippers claim that the powers the *runechildren* possess are gifts from Vekik. He is said to be responsible for maintaining the laws that govern the physical world. His temples are small but usually tall, like towers. His symbol is a composite of various magical and mathematical symbols.

MOWREN

Mowren's duties include overseeing conflict, strife, and war, as well as fate and chance. He appears as a particularly small quickling *faen* with dice in his hand. When two forces of any kind go up against each other, whether it be two contestants in a game of *witch stones*, two armies at war, or the force of a river smashing against a rock in the *riverbed*, Mowren determines the outcome.

People revere Mowren out of a sense of need rather than want. The truth is, most people see him as a meddling trickster that can't be trusted. Mothers tell their children that Mowren is hiding under their bed and will curse them if they don't behave.

Mowren's temples are small—shrines, really. Few people worship Mowren exclusively, instead paying him homage when they feel they need his blessings. His symbol is a pair of dice.

IDONIS

Truth, beauty, and love: These are the prime aspects of Idonis' worship. This androgynous deity has both a male and a female aspect and is called both "him" and "her." Statues of Idonis depict a beautiful human of indeterminate gender with a book in one hand and a *zither* in the other. His/her worshippers fill their temples with music, poetry, and acts of love. The temples themselves are always round

structures and usually brim with statues and flowers, thick carpets, and lavish tapestries.

The cult of Idonis is a popular one, although many fear it, believing the worshippers to be drug-addled fools without sense of responsibility. Idonis' symbol is a hand holding a flower.

HETRAGARIN

Hetragarin appears as a stern-faced female human dressed in a long silver gown. She watches over time itself, and the flow and order of all things—the passing of child to adult, the passing from skilled to unskilled, and even the passing from life to death. She is extremely regimented and particular, and so are her priests. Her temples are well-ordered structures built in concentric circles, forcing one to follow a specific path to get to the central altar. The tenets of the religion are very strict and quite humorless. Nevertheless, she is a popular patron of many—travelers, students, those wishing to master a craft or skill, and so on. Her symbol is an hourglass.

JOHRD IRONTHUMB

God of craftsmanship, building, and engineering, Johrd Ironthumb is closely related to Vekik, although his worshippers usually find him and his dogma easier to understand than the Runegod's. Iconography pictures Johrd as a massive male human, or perhaps a giant. His temples are well-constructed buildings, often incorporating some feat of engineering, such as a mighty arch or a seemingly gravity-defying monument. Worshippers of Johrd Ironthumb are laborers, craftspeople, engineers, architects, and, strangely enough, warriors. His symbol is an obelisk.

RALLONCH THE GIVING

Not a part of the Denotholan pantheon, Rallonoch is looked upon as a savior deity by his followers. Through Rallonoch's blessings and teachings, a mortal can earn her way into the heavenly realms, rather than going to a hellish eternity. Rallonoch is known for his compassion and his desire to save all mortals. He is depicted as a stout, bearded man with a jovial smile and welcoming hands outstretched.

The most important sacrament of Rallonoch's religion is his holy oil. This blessed elixir, with its merest touch, ensures mortals' passage into a heavenly reward, unless they sin after receiving it. (Thus, priests usually administer it to the dying.) Anointing the faithful with this oil is the central point of all Rallonoch's ceremonies and services.

Typically, adherents of this religion are monotheists and do not believe any of the other gods worshipped in the Lands of the Diamond Throne are real (or, at best, they think they are conniving demons seeking to turn people from the truth of Rallonoch). Most of the god's followers are fervent in their beliefs and solid in their faith. So convinced are they in Rallonoch's blessings, and so willing are they to carry on their deity's compassionate ways, that when they go into battle, they carry Rallonoch's oil with them to anoint their fallen enemies and send them to heaven.

Rallonoch's temples are usually long stone structures, not particularly ornate. They contain ample supplies of holy oil and bear passages from Rallonoch's scriptures engraved on the walls. The religion has no fewer than 88 holy books (eight being a sacred number for Rallonoch).

CULT OF THE FLESHRUNES

Founded almost 1,800 years ago in ancient Sennes (see "The Rise of Human Kingdoms" on page 16), this cult reveres the runechildren—or, more specifically, the somewhat mysterious power inherent in the land that grants them their runes and power. The religion can claim only a handful of worshippers today, but ruined temples of the cult remain in isolated areas. They are marked by walls covered in relief sculpture of life-sized people showing their runechild runes.

Some cultists also revere the historical figure known as the Rune Messiah. They saw this female litorian as a savior who would bring peace and order to the world, and believe that she will return, albeit in perhaps a different form.

Throughout the cult's history, humans comprised the majority of its membership. In fact, some small sects have denied that nonhumans can become runechildren at all. They claim that nonhumans sometimes use other (often suggestively sinister) types of magic to allow them to masquerade as runechildren. These racially prejudiced humans understandably draw a lot of venom from nonhuman races, because they use their religion simply as a way to channel their bigotry. Not surprisingly, these sects of the religion do not believe in the Rune Messiah, since she was not human (see page 16).

There is, however, a growing resurgence of the cult, but not among humans—among the mojh. They see the power of the runes as somehow related to the inherent power of dragonkind and thus think of it as "dragon divinity."

CULT OF THE BRIEF RESPITE

Membership in this rather bleak faith is small. These people consider life but a brief respite from eternal torment, both before and after a person lives in the world. Members of this cult believe that the greatest good one can do is to prevent another from dying, and that anyone with the power to raise the dead should do so as much as possible, no matter what the cost or the circumstances. Not surprisingly, they fear death with an abject certainty, and will do anything to avoid its horrible clutches.

This religion has no temples or shrines, only a handful of holy scriptures that get passed around from believer to believer, often used to convince nonbelievers. Those that can get over their fear of death use the religion as a license to live life to its fullest.

THE DEAD GODS (HANAVERE TRINITY)

The Hanavere Trinity were three beings of awesome power. In the eyes of most, they were gods. The three of them, Nalos, Tayana, and Seron, lived in a fantastically huge

citadel in the Elder Mountains, on the edge of the Southern Wastes. Once, near the beginning of time, they were three mortal humans who discovered a major power cyst (see page 24) so potent that they used its mystic energies to ascend to godhood (or virtually so). The story goes that they then traveled the various planes of the multiverse, exploring and learning even more about the truth of reality. Eventually, the trinity returned to the world of Serran, built their citadel, and shut themselves within it, only occasionally offering audience to outsiders.

When the dramojh began their invasion of the east in Common Year 180, the Hanavere Trinity were alarmed. They took their time, however, marshaled their forces (they had an army of human followers as well as lammasu, centaurs, and giant eagles) and made careful plans. In Common Year 182 they met the advancing dramojh army in the Fields of Yallatonan. Although the trinity inflicted terrible losses upon the dramojh—more than anyone other than the giants, who would come a thousand years later—the malevolent conquerors used powerful artifacts found in their interplanar raids to bind and slay the godlings.

Now known as the Dead Gods, the Hanavere Trinity lost most of their faithful servants and worshippers that day as well. Most people have forgotten them, other than the occasional attempt to use them as vague examples that “the gods are dead,” when bitterly rejecting religion.

There are still those who worship the Dead Gods, however. The faithful travel hundreds of miles to risk the perils of entering the Citadel of the Dead Gods (as their fortress is now called) because they believe that, once in its highest tower, in the innermost sanctum, one can still commune with them and learn some of the secrets of the universe.

XYPHON

Now banished from this plane, Xyphon once was a self-actualized god worshipped by the ancient verrik. Little more is known about him, but his symbol is that of an eye within an eye.

THE HISTORY

Long before the coming of the giants, or the invasion of the dramojh, the human inhabitants of this land called it Terrakal in their own language, the basis of which today forms the common tongue. It was a peaceful land. Most humans eked out an existence as farmers alongside litorian hunters. The faen was a mysterious sylvan race that kept its distance, and the verrik lived far to the south, virtually unknown.

TIMELINE

Two dating systems are still used today. Although most people use the system developed by the humans, known as Common Years, the giants retain their traditional, much older system of dating, which nongiants simply call “Giant Time.” It is worth noting that officially the verrik use neither system, and refer to past dates only in terms of today. (“One day 751 years ago...”).

DIAMOND THRONE TIMELINE

Giant Time	Common Years	
c. -1875	c. -7085	Beginning of the world (according to the verrik)
c. -1000	c. -6210	Beginning of the Vnaxian Empire
c. -980	c. -6190	Beginning of the world (as described in the <i>Denotholan</i>)
c. -330	c. -5540	Fall of the Vnaxian Empire
0	c. -5210	Beginning of the world (as described in the <i>Giantish Histories</i>)
c. 100	c. -5110	Denothol reportedly returns from his travels with knowledge of the gods
c. 200	c. -5010	The Dragon War begins
c. 850	c. -4360	Rise of the first runechildren
c. 1000	c. -4210	Demise of the dragons
5210	0	Queen Adrilashe of Sennes unites the tribes of Terrakal
5214	3	The first of many wars between Thartholan and Verdune begins
5221	10	The Dark Winter comes, bringing cold and ice to virtually the whole realm for almost a full year
5248	37	Sennes crumbles, and the nations of Terrakal fracture
5381	170	Invasion of the dramojh
5384	173	Verdune and Thartholan devastated
5391	180	The dramojh begin their war against the lands east of the Bitter Peaks
5393	182	The Battle of the Fields of Yallatonan, death of the Hanavere Trinity
6314	1103	Birth of the sibeccai
6439	1228	Giants land at Khorl
6618	1407	The Battle of the Serpent’s Heart, final defeat of the dramojh
6631	1420	Council of Magisters formed
6692	1451	Order of the Axe founded
6879	1668	Council of Magisters disbands
6968	1757	Today

PREHISTORY/ANCIENT HISTORY

In the dim mists of time, some legends tell of a very different world, where gods played a much more direct role in the fates of mortals, and there was contact between the east and west. The western continent was known as the Land of the Dragons, while the continent to the east was the Land of the Giants.

This is the time of myth—the time when the legendary Denothol supposedly traveled among the planes and worlds to learn more of the gods and of creation. This is when the acts of the gods created volcanoes and earthquakes, and when they taught mortals to use magic (although many say the dragons did that) and how to grow crops and build cities. Some of this might be true, but even akashics have difficulty delving back so far.

In the Land of the Dragons—which would one day become Terrakal and eventually the Lands of the Diamond

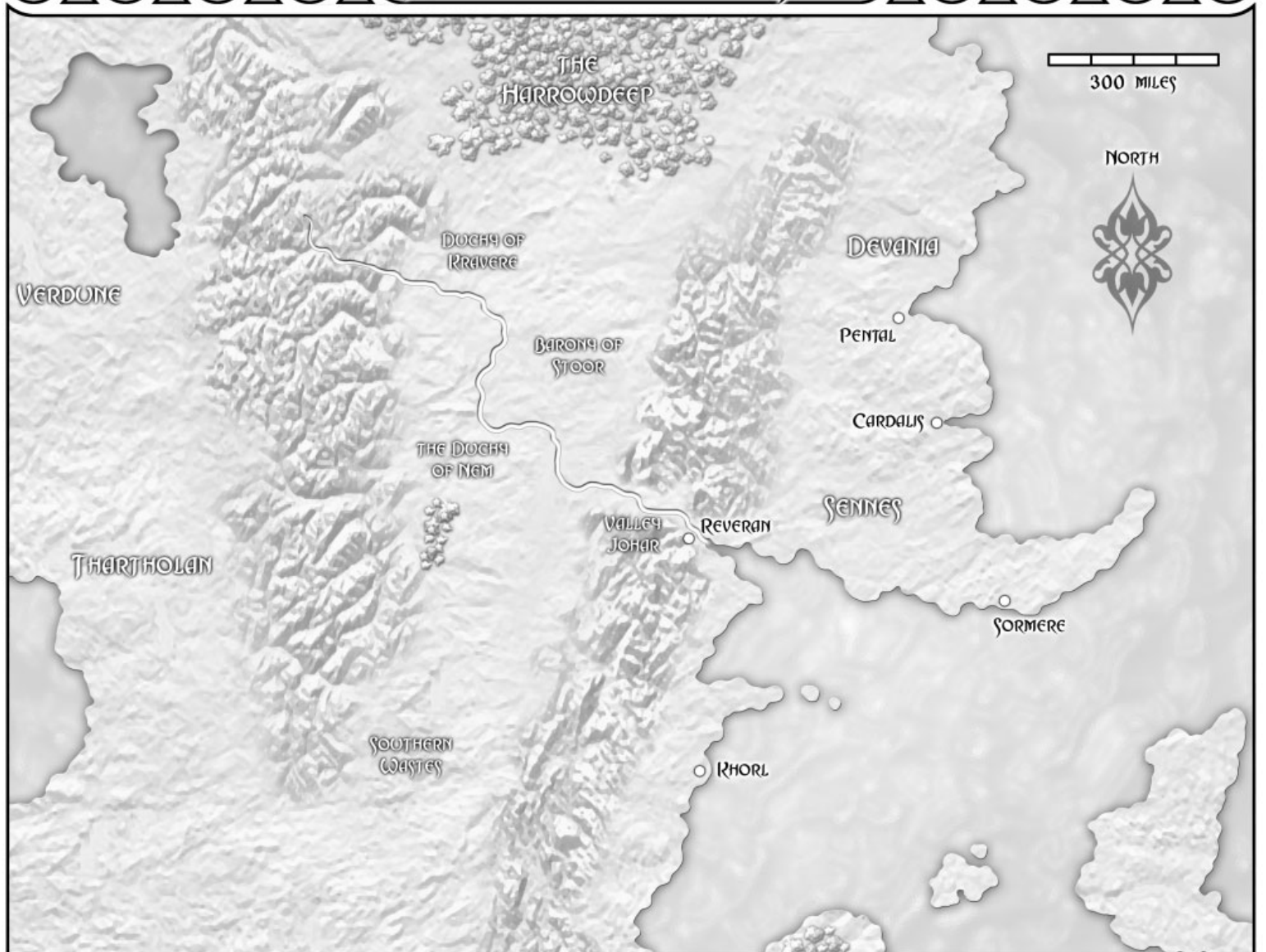
Throne—the dragons warred with each other, chromatic versus metallic, in a never-ending, near-apocalyptic conflict. This struggle ceased when the chromatic dragons magically created the dramojh, or “dragon scions,” from their own essence fueled with a demonic power drawn from some other plane. The chromatic dragons, leading armies of dramojh, were unstoppable. They wiped out their foes and ensured their control of the continent. But then something happened. Most assume that the dramojh turned on their masters. Others describe a divine intervention by not one but many gods. In any case, both the metallic dragons and the dramojh faded from the eyes of the world, with only the occasional chromatic dragon sighting until Common Year 124, when the dramojh reappeared, their numbers and their command of magic restored to a level higher than ever.

The same period saw the birth of the runechildren. Throughout the Land of the Dragons, human, faen, verrik,

and litorian heroes began finding themselves blessed with magical runes that appeared on their flesh and granted them supernatural powers. These unique individuals used their abilities to combat evil—at first, the dragons and the dramojh, but when they ceased to be a threat, the runechildren fought other dangers. At the time, sages believed the runes were a legacy the metallic dragons left behind to allow the fight against the chromatic dragons to continue. This theory was further validated millennia later when the giants and the sibeccai arrived from across the sea and discovered the runechildren. They had no concept of such things in their own lands. But eventually, some of those giants and sibeccai living in the Lands of the Diamond Throne also took on the mantle of runechild.

With the help of the runechildren, the Land of the Dragons became a safe and prosperous place and remained so for thousands of years. They called the land Terrakal, meaning simply “Land of the People.”

TERRAKAL - 1700 YEARS AGO



THE RISE OF HUMAN KINGDOMS

As time passed, the humans built towns and eventually great cities, while most litorians rejected such a life and kept to the wilderness. The human settlements grew, but remained divided into rival tribal territories. Along the coast of the Great Eastern Sea, however, two mighty human kingdoms flourished:

Devania and Sennes (pronounced Sen-NAY). Devania occupied the area around modern-day Ao-Manasa and northward,

while Sennes stretched from just south of there, around modern Ka-Rone to south of Khorl. The Elder Mountains sheltered both of these lands from the tribes of humans and litorians to the west, except for the Valley Johar, through which the Ghostwash now flows (then it was called the Grand River).

While the Devanians were content to focus on craftsmanship and developing knowledge of magic and science, the people of Sennes wanted more. Eventually, through both warfare and politics, they united

most of Terrakal under the banner of Sennes and its queen, Adrilashe. In particular, Sennes built an impressive navy and used it to control the coast and settle the island of Noll. Their capital, Reveran, at the mouth of the Grand River, was easily the largest and most elegant city of its day. A massive castle rose in the center of the city, known as the Palace of a Thousand Banners. From here, Queen Adrilashe could enjoy her kingdom's growing wealth and prosperity.

While Devania remained an unsubjugated ally, all the tribes of the land paid fealty to Sennes. Inland, various small baronies and duchies divided the land of Terrakal, with most centered along the shores of the Grand River. Farther east, beyond the Bitter Peaks, twin sisters Verdun and Tharthol (both runechildren) gathered followers and founded their own territory, free from Sennes' rule. The sisters soon quarreled and split, each taking a portion of their new community with them. Their respective groups settled apart and eventually became known as the kingdoms Verdune and Thartholan.

The time of Sennes' domination did not last long. Sennes quickly crumbled from within. Corruption tore the queen's court apart, and after she died, her young son ruled for only a few years before his assassination. But even as Sennes fell apart, the culture of the Kingdom of Devania spread throughout Terrakal. Where Sennes conquered with swords and spears, Devania conquered with knowledge, art, and

commerce. Thus the human language, now simply called the common tongue, arose from Devanian, not from the far more complex and difficult tongue of Sennes.

THARTHOLAN AND VERDUNE

Meanwhile, to the west, the kingdoms of Thartholan and Verdune began a series of wars that would last for nearly a hundred years. Fought with spell as well as sword, these wars honed Verdune into a land of stalwart warriors.

Thartholan, on the other hand, relied more and more on its ranks of magisters, runethanes, and mage blades. Toward the end of this turbulent period, around Common Year 100, King Vord II declared spellcasting illegal in Erdina, the capital of Verdune. His magehunter assassins scoured the land for spellcasters. At the same time Queen Navasha of Thartholan used magic to build a floating palace-city in the sky near the former capital of Balatosh.

Back in the East, the now independent baronies and duchies were forced to rule themselves. The Central Plains were divided into no less than two dozen different lands, most of which were hostile toward at least one, if not more, of their neighbors. Bandit kings and land-grabbing monarchs came out of nowhere, menacing all. Devania managed to maintain order along most of the coast for a time, but as Sennes fell apart, the nobles that once served Adrilashe's court fomented strife as they struggled for power. This strife came to an end as a magister named Teliar cast *invoked apocalypse*, destroying not only Reveran but all that remained of the Sennes fleet, which anchored in the harbor. Assassins soon killed Teliar in revenge. After this, it was all Devania could do to keep its own borders safe.

THE RUNE MESSIAH

In Common Year 42, in the city of Jerad, a litorian named Sarel made herself known by single-handedly banishing a plague known as Blackheat. She quickly achieved cult status, with rumors of her powers spreading quickly. Although the term was never used then, Sarel is known today as the Rune Messiah. A runechild, Sarel wielded powers far beyond those of any other runechild ever known. She could cure any disease, control the minds of dozens of people at once, change the course of rivers, and direct the weather.

Some began worshipping Sarel as a savior, semi-divine, or at least divinely favored. They believed she would bring order out of the political chaos of the time and create a realm of everlasting peace. (It may be important to note that Sarel herself never made such claims.)

Sarel disappeared mysteriously. A few accounts spoke of creatures both spidery and reptilian attacking and slaying her in a narrow plaza in Jerad. The descriptions fit that of slassans perfectly (see Chapter Four: Creatures), but many sages doubt these claims because slassans, creations of the dramojh, did not appear in the realm until more than 100 years later. To believe that Sarel's slayers were slassans would be to suggest that the dramojh were aware of, and involved

Historical Sources

The 543 volumes of the Bru-Nothan, or the "Giantish Histories," is certainly one of the most reliable and complete historical documents available today. However, it deals mostly with giantish events before they came to the western continent and established the Diamond Throne.

The Denotholan offers an insight into ancient history, but most scholars consider much of it myth rather than historical fact. This is a book that details early times, but deals mostly with the gods.

The verrik, although their civilization (and ability to write) extends back much farther than that of many other races, keep only spotty historical records, because they have always had the akashics to carry all knowledge. Verrik records, then, exist mostly in ceremonial or decorative inscriptions.

Litorians keep only oral histories. Sibeccai rely on the Giantish Histories. Faen have extensive records of the history of their own race.

in, events long before common lore places them on the scene. It also suggests that they had some particular fear of Sarel—so great a fear that they were willing to risk exposing themselves and their magically crafted servants far earlier than they had wanted.

INVASION OF THE DRAMOJH

Sixteen hundred years ago, the terrible creatures called the dramojh returned in force. Most believe that for the previous few hundred years, they had hidden in another dimension, preparing for their invasion. They swarmed out of the Bitter Peaks region, where they made their initial beachhead. These ancient, winged quadrupeds, whom some say were as much demon as dragon, fielded vast armies of powerful spellcasting warriors.

First to fall were the already war-weary Verdune and Thartholan. The invasion came too quickly for them to end their own disputes, and the dramojh were ruthless. They decimated these kingdoms, using the inhabitants in hideous magical experiments and breeding procedures, the results of which inhabit the world today as lamias, harpies, medusas, manticores, slassans, and other hybrid monstrosities. When they were finished with these lands, they loosed necromantic energies into Verdune. This evil magic animated many of the dead there into marauding undead who wandered the ruined cities and towns. The dramojh set up a powerful artifact called the *phase heart* in the scattered ruins of Thartholan's crashed palace-city, which once floated in the sky as sure as the clouds. The *phase heart* opened portals to other planes in a controlled sequence throughout the kingdom, allowing the dramojh to steal objects, creatures, and sometimes whole cities from other worlds. They hoped in this way to find even better weapons and more potent magic.

Eventually, the monsters moved east over the mountains and into the Central Plains, and even into the Harrowdeep. Their terrible armies swelled with ranks of the creatures they had created, as well as those who decided to serve rather than die—trolls, rhodin, goblins, and worse. They also marshalled rank upon rank of undead creatures and even magical war machines. These dread armies brought disease, fire, and darkness with them. Wherever they went, they enslaved humanity and the faen, conquering them with magical might and brute force. Powerful beings known as the Hanavere Trinity made the greatest attempt to stop the push of the dramojh eastward, at the Fields of Yallatonan, but ultimately failed. This was seen as the beginning of the end—if even these godlike beings could not stop the dramojh, people thought, nothing could.

Ultimately, the dramojh made it to the sea, having defeated armies of humans, faen, litorians, and even verrik to do so. The litorians that survived the invasion fled to the South rather than be enslaved, although a few remained in the Central Plains, staging a resistance against the invaders with hit-and-run tactics. The free faen fled as far as they dared into the Harrowdeep. But the humans could not escape. Thus, they became the primary slave race of the dramojh.

This was a bitter time, full of death, tragedy, and horrid travesties against living beings. Whole generations of humans were born and lived their short lives under the iron rule of the dramojh, working to build temples and citadels for them. While most dramojh strongholds were located in the northern part of the Bitter Peaks, others were scattered throughout the lands, some as far south as the edge of the Southern Wastes.

The verrik lost thousands to the encroaching dramojh forces, but their monarch at the time, Ixchnal, decreed that his people would fall back—all the way to the capital of Yrterot, to prepare their defenses. However, the dramojh—perhaps finally fearing overextending themselves, or perhaps more hurt in the Battle of the Fields of Yallatonan than anyone knew—halted their advance. Like a noose around the neck of the continent, the lands under their control stretched from the Sea of Dreams to the Great Eastern Sea. They spread as far north as the southern third of the Harrowdeep and as far south as the middle of the Southern Wastes.

Meanwhile, the enslaved humans called out to their gods—those not already slain before thousands of witnesses on the Fields of Yallatonan. But the gods were silent. Even they, it seemed, feared the power of the dramojh.

The people gave up all hope.

THE COMING OF THE GIANTS

More than 500 years ago, tales say, a dying giant—a prince—crawled into a fabulous giant city in a land far across the eastern sea. Only one word passed his lips before he expired: “West.” No one knew what killed him or what he meant for sure, but the only thing that lay west was the boundless sea. Following this omen, however, thousands of giants and their sibeccai servants climbed aboard ships of great size and sailed across the sea to discover the land of the humans—and the dramojh that had enslaved them. As is the nature of giants, the discovery of a new land invoked in them a powerful sense of responsibility. These giants, in the mindset of what they called Chi-Julud, arrived in the land ready to fight.

A thousand years had passed since the dramojh subjugated the realm. In this time, they had grown complacent, just as their slaves had grown docile. Their only concerns were the verrik, who had holed themselves up in the southern half of their land, and the humans who had escaped into the southern land known as Fallanor. Neither presented a serious threat. Although real information about the period is sketchy, akashics now believe the dramojh had divided into rival factions, contesting against one another through proxy—forcing their slaves and servants to engage in bloody struggles on their behalf. For all their magical might, it seems that they did not foresee the coming of the giants.

The giantish fleet landed at Khorl in Common Year 1228. This city, which the dramojh all but ignored, was easily taken by the giants. They quickly built the fortress of Du-Nor and shored up their position, before sailing the fleet north along the coast. They conquered every coastal village and town

they encountered, and then stopped at the mouth of what would one day be called the Ghostwash. With surprising speed and skill, they began to build Ka-Rone.

THE RNECHILD SPARK REKINDLED

When the giants began to conquer the shores of the Great Eastern Sea, the human and faen slaves fought them halfheartedly, as directed by their masters. Once the dramojh lay dead and defeated, however, the slaves looked upon the giants as liberators. They suddenly experienced something that neither they, nor their parents, or their parents before them, had ever known: freedom.

Of course, the war-minded Chi-Julud giants were not, at the time, interested in caring for those they had liberated from the dramojh. And the first encounters between humans and sibeccai were less than friendly.

Within a year after the giants' arrival, a small number of the former slaves began to experience another phenomenon: the re-emergence of runechildren. A few select individuals found themselves graced with a rune on their flesh and a surge of magical power that allowed them to accomplish feats others could not. What's more, the giants and the sibeccai, in very small numbers, also began to find themselves granted such power. This was a first for members of either race.

Meanwhile, the giants secured the entirety of the coast, founding another fortress at Ao-Manasa. Freed human and faen slaves began forming themselves into small military units. At first, the giants condescendingly ignored these allies, but eventually they realized that the growing number of humans and faen who wanted to lash out against their former masters could provide valuable support.

By Common Year 1230, a combined army of giants, sibeccai, humans, and faen crossed the Elder Mountains into the Central Plains, there to meet the first real resistance of the campaign. The dramojh consolidated many of their resources and prepared defenses in the Rosewood Hills. The coalition army was repelled. But they did not give up. The giants in their Chi-Julud state would not be denied. Eventually, they broke through, aided by litorian tribes that had remained free throughout the reign of the dramojh.

The fighting went on for decades, but as the dramojh pulled back to their nexus of power in the Bitter Peaks, a place called "the Serpent's Heart" in the common tongue, it became clear that the giants would not be stopped. Eventually, the Central Plains stood free of the taint of the dragon-scions. The giants paused to build mighty fortress cities like Mi-Theron and De-Shamod to safeguard against a dramojh counterattack.

BATTLE OF THE SERPENT'S HEART

Thus it was almost 200 years since the giants' landing in the realm before they gathered for their assault upon the Serpent's Heart. They were not willing to suffer one dramojh to live, so convinced were they of their enemy's utter malevo-

lence. Thousands of giants, then, some already the grown children of those who had sailed across the Great Eastern Sea, as well as thousands of sibeccai (all of whom were at least second, if not third generation), humans, faen, litorians, and even some verrik gathered south of the Crystal Fields, where the mountain demesne known as the Serpent's Heart stood. This evil place was clawed out of the mountains themselves by the hands of human and faen slave labor.

The dramojh unleashed horror upon horror to stop their foes' advance. The skies turned black and the sun shone red due to the discharge of dark sorceries loosed into the world. It did not save them. The giants used their canny knowledge of stone to tear down the Serpent's Heart, collapsing it upon the defending dramojh and their monstrous creations. But they did not stop there. They sifted through the ruins and found underground passages and hidden caverns filled with dire laboratories and foul breeding pits—and they killed every dramojh they found.

Soon it became a hunt across the realm for dramojh survivors. Magisters crafted special magical items that could detect the dramojh, and well-armed and skilled parties of hunters scoured all the lands looking for any remnants of their hated enemy.

By Common Year 1410, the giantish warmain Ro-Heras declared the world free of the dramojh taint forever. (And, to this day, almost 350 years later, there is no reason to believe him wrong.) Even before that point, however, the giants, as a race, began to shift from Chi-Julud to Si-Karan, from conquerors to caretakers. This is the nature of giants: They conquer a land so they might oversee and protect it. The giants hunted the despicably evil dramojh to extinction to ensure the realm's safety henceforth.

Suddenly, the humans, faen, verrik, and litorians found themselves among a seemingly new race. Where the giants had been battle hungry, now they were eager to build cities, bridges, and schools. They focused on planting crops and creating roads. They sought cures for disease and means to end hunger. The wondrous cities of the giants grew quickly. The greatest of these was De-Shamod, where they placed the Diamond Throne. From there they would rule over this land they had conquered and now wished to look after. They named the land Dor-Erthenos, but most simply called it the Lands of the Diamond Throne. Some of the liberated peoples grew to love the giants and the boons that they brought the otherwise dangerous and unruly land. But some did not.

RECENT HISTORY

With the elimination of the dramojh, what was once Terrakal had become literally a new realm. A massive rebuilding effort, spearheaded by the giants, has helped the land recover. Generations of humans, litorians, faen, and others have been born without ever having known the cruel yoke of the dramojh, or the darkness and fear that pervaded the land while they ruled.



COUNCIL OF MAGISTERS

Soon after the defeat of the dramojh, a human magister named Thenomas Bittermere gathered a number of other powerful magisters together to trade knowledge. Soon, this council became one of the strongest and most influential (but decidedly nonpolitical) groups in the land. The Council of Magisters found itself fighting powerful magical threats,

Are the Dramojh Really Gone?

The short answer is: yes. The giants are nothing if not competent and thorough. To show how important oaths are to the people of the Diamond Throne, a DM can use as an example the fact that the giants swore to rid the world of the dramojh, and they succeeded.

Yet, the dramojh left many horrible and dangerous legacies behind them (just as they themselves were legacies of the dragons). Monsters like the lassans, lamias, nagas, medusas, and so on remain. Many dramojh fortresses still stand, although most are in ruin at this point. Who knows what wonders—and what evils—they may hold?

And of course, if a DM wishes it, the dramojh could return: perhaps some that have become undead foes, perhaps a few that had fled to other worlds or planes, or perhaps just one that the hunting parties missed. Tread carefully here—the appearance of a dramojh would have a profound effect on the campaign setting as a whole, firing up the giants to take on a Chijulud crusade again. DMs would have to create their own stats for the dramojh, combining the most potent and terrible aspects of a dragon and a demon.

traveling to other worlds, and embarking on all manner of adventures. They even used spells to travel to far-flung locations on Serran, including the so-called frozen “top of the world.”

The council founded an academy in De-Shamod and another in Thayn. They established and enforced magical policies. For example, they sealed off Castle Mabb, an ancient fortress that held the *Pillars of Life and Death*. The original builders of the castle created these pillars, one of which tapped directly into positive energy and the other into negative energy, in order to draw on the power released in

their confluence. Many died trying to access this power, and the council eventually used magic to shut the place up, decreeing that the unstable energy was too dangerous for anyone to use. Likewise, they oversaw the destruction of many dramojh artifacts and began to explore and catalog the strange, otherworldly inhabitants and portals in Thartholan.

However, in Common Year 1668, the council fell apart due to internal strife, the primary instigator of which was the loresong faen Jaedyn Darksight. She encouraged the council to use its power to wrest a small state from the giants and set it up as a magocracy. The council disbanded rather than risk such insurgence.

RISE OF THE FALLANOR EMPIRE

In the Common Year 1699, the Empress Justaria became the first to sit upon the throne of the Fallanor Empire, a harsh militaristic regime lording over mostly wilderness and scattered settlements. The empire, not wishing to make enemies of the giants, paid homage to the Diamond Throne and made sure never to cross its northern border beyond the Redwood. In the Lands of the Diamond Throne, little is known about Fallanor to this day, but the empire is no friend to the verrik in Zalavat.

THE INSHON INFESTATION OF NOLL

In Common Year 1751, the island of Noll was all but overrun by the amphibious humanoids known as inshon. These horrible, mutated creations seemed to come with shocking suddenness. No one knows where they came from, although it became frighteningly clear how quickly they could spawn. Great armies of adventurers and mercenaries gathered in Noll to wipe out the infestation, but even today, just when it seems the creatures have all been eradicated or driven off, a new generation of them appears to plague the citizens.

VERRIK HISTORY

According to the verrik, the world is considerably older than the giants claim. The land of Zalavat, the vast desert kingdom of the verrik, is filled with ancient and peculiar ruins—temples, giant heads, curious metallic statues, and things no modern scholar can identify.

Verrik call this ancient civilization the Vnax. The Vnaxians were verrik, ruled by a tribunal of individuals who had used their minds to transform themselves into beings of mostly energy. Their fleshy bodies would appear only occasionally, as they intersected with this plane. The rest of the time, the members of the Vnaxian Tribunal were nearly invisible shimmers of thought. The Vnaxians ruled an empire that covered most of what is now the Southern Wastes—then fertile, green fields, according to the verrik.

Eventually, most Vnaxians gave up their physical forms and left their cities, temples, and other creations behind. These energy-verrik passed into another plane altogether—all of them except one. His name was Xyphon. Meanwhile, the remaining fleshy Vnaxians also left their cities, to dwell in tribes in the wilderness. These verrik worshipped Xyphon as a god-king. He appreciated their worship and watched over them as they developed into the modern verrik and formed the kingdom of Zalavat on the bones of the old Vnaxian civilization.

The verrik, however, grew powerful and confident. They eventually turned on Xyphon, not just rejecting him as a deity, but seeking to banish him from Serran so they could manage their own destinies. These powerful verrik—witches of many types—succeeded in sending Xyphon away, but at a terrible price. The god-king cursed the entire race with a sign of his displeasure. The Curse of Xyphon can be seen, or rather sensed, in every verrik to this day. Most people describe it as a sense of wrongness that they cannot quite describe or pinpoint. But within Zalavat’s capital of Yrterot, the verrik hide away those afflicted most severely with the curse. This is a secret no verrik will reveal to someone of another race.

THE GEOGRAPHY

Of course nothing more clearly defines a region than its geography. The map on page 9 showcases much of the continent, with a closer look at the Lands of the Diamond Throne on page 25.

TOPOGRAPHICAL FEATURES

This section describes the prominent geographical areas of the realm. There are, of course, a multitude of smaller forests, lakes, fields, rivers, and so forth not covered in this broad overview.

THE SEAS AND COASTAL REGIONS

The Great Eastern Sea, also known as the Shining Sea and the Home of the Sun, is vast. No one has ever made it across its waves except the giants, and they did so only once. No one who has left the shores of the Lands of the Diamond Throne to cross the sea has ever come back.

The Devanian Coast runs from the mouth of the Ghostwash River northward. In the past, this region included the Kingdom of Devania, known for the incredible craftsmanship and skill of its people. This territory is dotted with ruined castles along the coast and other ruins farther inland. It is still not a heavily populated area.

The Sonish Sea's southern waters are warm and blue-green. Except for high summer, which is typhoon season, the Sonish Sea is known to be calm and bursting with fish. The inhabitants of the southern coast ply its waters with fishing boats and return with full nets. Rumors speak of distant southern islands, laden with silks, spices, and other treasures, as well as the small, faenlike folk that live there, but these tales are unconfirmed.

Between the Wildlands of Kish and the Jungles of Naveradel, travelers find the Gulf of Firesight. The gulf gets its name from the encircling volcanic ring so intense that one always sees fire on the horizon when plying its waters. These are ship-friendly waters, but the volcanoes keep people from settling on the shores around it.

Far to the west lies the Sea of Dreams. This is thought to be a turbulent, unforgiving sea, but in truth few sailors from the Lands of the Diamond Throne have ever actually sailed it. Some claim it is full of magical creatures that influence the dreams of those who sleep along its shores—or on board a ship sailing nearby.

THE HARROWDEEP

To the north, a barrier almost as impenetrable as a sea exists in the form of the Harrowdeep. This forest is deep and dark, and it gets deeper and darker as one heads north. Even the faen who call the place home do not know the forest's northern limits. Presumably, it eventually is consumed in the ice of the eternal winterlands said to await travelers at the "top of the world," but no one knows for a fact.

This forest exemplifies the idea of a thick, impenetrable woods. Take even a few steps into the woods and suddenly the sun's light dims, as it is filtered through a thick canopy of leaves. A traveler can see only a dozen or so yards ahead due to the thick growth. And it only gets denser as one goes deeper.

The Harrowdeep can be an extremely dangerous place for the unwary or the unprepared. Monstrous plants such as archer bushes, carnivorous trees, hangman trees, strangle-

weeds, and tendruculos live in these woods in large numbers. Further, cockatrices, dire animals, giant vermin, goblins, goblin bears, griffons, satyrs, trolls, volts, and more populate the Harrowdeep. The trees themselves can move, at least a little bit, once a traveler gets a few miles from the edge of the forest. While no one ever sees them move, the paths through the woods change from day to day and sometimes even disappear altogether.

For more information on the Harrowdeep in its role as the faen homeland, see page 36.

THE MOUNTAINS

The Elder Mountains are, as the name implies, ancient, worn peaks, which parallel the coast before plunging south into the heart of the Southern Wastes. Here they provide a barrier between that rocky desert and the more verdant wilds of Fallanor. Two wide

passes lead through the Elder Mountains: one in the Ghostwash river valley, and the other, known as Burkut's Pass, north of the verrik capital Yrterot. Other passes, such as Goat's Road between Jerad and Khorl, are narrower and can prove more treacherous.

The Bitter Peaks, on the other hand, are tall, jagged, and nigh-impassable mountains west of the Elder range. Only a few narrow passes give way into the lands of Verdune, Thartholan, and the Unknown West.

These mountains—the stronghold of the dramojh in their time—still hide many of the tyrants' ruined cities and citadels. Wise folk usually give such places a wide berth.

THE CENTRAL PLAINS

The Central Plains stretch between the two major mountain ranges, the Elders and the Bitter Peaks. This temperate area stays cold and snow-covered in the winter and hot in the summer. Savage winds, particularly in late summer and late winter, blow throughout the plains.

The plains are home to various nomadic litorian tribes, as well as a number of small human towns and villages. The Central Plains, in fact, make up the heart of the Lands of the

Ships

With giants historically so attached to seafaring, it is no wonder that ships and the sea are so important to the people of the Diamond Throne. Giantish ships are, not surprisingly, huge: 200 and even 300 feet long. These mighty, multimasted craft rule the waters. Giants also use smaller coasters (about 100 feet long). These ships, if maintained, can last for centuries.

Humans and sibeccai sail even smaller coasters. These fast sailing ships range from 50 to 80 feet in length. The people of Noll prefer oared longships, about 75 to 90 feet in length.

The magical avian harrids of the continent southwest of the Diamond Throne (see Chapter Four: Creatures) use large galleys (120 to 150 feet long). They sail the Sonish Sea exclusively.

Litorians and verrik are not known for their seamanship, but verrik traders do use small, fast sloops along the coast of the Sonish Sea. Faen also typically avoid sea voyages (as sailors, not as travelers).

Giants build impressive barges and keelboats for use in the Ghostwash, some of them reaching 120 feet in length. While giants usually captain these vessels, the crew are humans and sibeccai.

Diamond Throne. The largest of the giantish cities lie along the Ghostwash, which winds through the plains on its way east. Thanks to the giants' engineering skill, well-built and

well-maintained roads now crisscross the plains. Still, even the giantish patrols cannot make this vast area 100 percent secure. Wolves, various dire animals, ankhegs, bulletes, axe beaks, and even more dangerous beasts pose a threat to travelers. Raiding parties of rhodin come out of the South into the plains, making them the litorians' hated foes.

Throughout the Central Plains, travelers frequently come across standing stones, ancient burial mounds, and other such monuments. These were created by the human tribes who lived there long ago, before the dramojh, and before Queen Adrilashe's kingdom of Sennes.

THE GHOSTWASH

The Ghostwash is the largest river in the land, running from the Bitter Peaks in the west to the Great Eastern Sea. It gains its name from the fact that the giants and the dramojh fought most of their fiercest battles near the source of the river. Before that, thousands of human, faen, and litorian slaves were slaughtered in bloody and horrid experiments there, while twice that number died building the citadels of the dramojh. Tales tell that the river carried the ghosts of all who died gently out to sea.

Before the war between the giants and the dramojh, the Ghostwash was known simply as the Grand River.

THE SOUTHERN WASTES

As one moves south out of the Central Plains, the climate gets drier and the terrain more barren. Even in the heart of winter, it rarely snows here. This wasteland hosts few cities, although ruined sites with strange architecture, dating back to the Vnaxian civilization, make their presence known: Odd pyramid structures and huge stone heads rise up out of the brown and red soil. Some of these ruins still hold ancient secrets and treasures from the mysterious verrik who built them. But un plundered ruins always harbor traps involving mental attacks and illusions.

A few towns and settlements struggle to eke out an existence in this region, mostly through mining opportunities. The despicable humanoids known as rhodin (see Chapter Four: Creatures) live in great numbers within the Southern Wastes, raiding and stealing what they can. (They also venture north into the Central Plains.)

The Wastes are home to many varied creatures, including ant lions, basilisks (and greater basilisks), cockatrices, death dogs, dragonnes, gorgons, kamadan, lamias, rhodin, sphinxes, and more.

Farther south, into the verrik land of Zalavat, the Southern Wastes become a sandy, dune-filled desert.

OTHER FEATURES

The following unique locales are well known to adventurers throughout the realm for their uncommon properties.

THE FLOATING FOREST

The Floating Forest is a strange place where the gigantic gassar trees grow. These mighty plants begin their gestation far beneath the surface so that, when they force their way up, they tear huge chunks of earth up with them. Other trees and plants continue to grow on these displaced earth "islands" in the air, supported in the tangles of the gassar. This multileveled forest is vast and thick as well as unbelievably tall. The Floating Forest's ground level is spotted with lakes and waterways, filled from rainfall in places where the earth was torn away. Some islands are so big that rainwater pools fill atop them as well. Occasionally they overflow, creating small waterfalls from one island down to a lower one, or down to the ground. Trolls frequent this forest, often served by goblin slaves.

THE CRYSTAL FIELDS

The Crystal Fields lie just north of the largest concentration of dramojh ruins, but they are far older. In this apparently natural expanse, mile after mile of crystal "growth" thrusts up from beneath the surface of the earth. Occasionally miners and collectors come here to gather valuable crystal, but navigating the fields is extremely treacherous; getting around in this sharp, jagged terrain is difficult, and the brittle crystal has been known to give way beneath explorers.

LAKE RAVISH

Lake Ravish's waters are fed by streams pouring out of the Bitter Peaks. More than 150 miles from north to south, this lake is filled with islands. Many of them are dotted with castles and small villages—some abandoned and in ruins, others not. No one knows exactly how deep the lake becomes near the center, but it's certain that some dangerous predators inhabit these depths.

On the eastern shores of the lake, numerous hot springs nestle in the foothills of the Bitter Peaks. Most people attribute supernatural healing properties to these springs, claiming they can even remove curses and other unwanted maladies.

THE FOREST OF NARTH

The Forest of NARTH is a thick woodland east of the Jungles of Naveradel and south of the Redwood. It marks the traditional western edge of the Empire of Fallanor (see page 36).

Rot From Within

Rumors coming out of the Bitter Peaks tell of a horrible malady that strikes at living creatures for reasons unknown. Those affected by this magical plague, known as the "rot from within," suddenly become undead creatures while their body still lives. Their skeleton tears away their own flesh and consumes it. The resulting monsters carry the undead template (see Monte Cook's Arcana Unearthed, page 186) and roam the night, hunting for more living flesh to rend.

No one knows what causes this plague or how it can be stopped.

In truth, Fallanor claims the entire forest, and no one actually disputes that. The forest is not as wet as the Redwood, nor as cold as the Harrowdeep. It is home to a variety of wildlife and not a few dangerous monsters, particularly trolls and shadow trolls.

THE REDWOOD

The Redwood, as its name suggests, is a forest of extremely massive redwood trees. Within the confines of this damp region, the air feels cool and still, sheltered from the sea winds by long, rocky ridges. These same ridges shape most of the coastline north of the woods into tall, unassailable cliffs, the tops of which are buffeted by strong winds. These are known as the Cliffs of Pain, thanks to the ice crystals driven by the cold, harsh winds atop these cliffs.

The northern/northwestern edge of the Redwood marks the northern edge of Fallanor. Ever worried about its borders, the empire keeps this wood well patrolled and watches the only road through it, which runs from the city of Ravadan in the north down to Shana, the coastal capital of Fallanor.

These patrols also help make the Redwood particularly safe considering its size. Few dangerous beasts call it home.

THE JUNGLES OF NAVERADEL

The Jungles of Naveradel, a tropical rain forest near the southern coast, teem with exotic life found nowhere else on the continent. Monsters such as basilisks, medusas, girallons, nagas, and boalisks dwell in the jungle. Within its confines also lives an isolated variant litorian race called the terrig. These skilled hunters sport fur coloration that allows them to remain well hidden in the foliage. Most have dark stripes, although a few have a more spotted pattern. At the jungle's edge, the turquoise waters of the Sonish Sea provide a gentle, breezy climate except in low summer, when monsoons threaten the region. Small tribes of humans inhabit the jungle coast, trading with verrik coastal ships and the terrig alike.

THE WILDLANDS OF KISH

Dry steppes, broken occasionally by rocky canyons and mesas, the Wildlands of Kish hold few towns or signs of civilization. Hags, ankhegs, lamias, manticores, death dogs, dragonnes, a few types of dinosaurs, and all variety of sphinxes dwell in the region.

Mojh colonies dot the landscape of Kish, isolated from each other and fiercely independent. The mojhs of faraway lands, such as those under the rule of the Diamond Throne,



come to these colonies to seek acceptance and separation from human society. These colonies generally include 100 to 150 mojh and about half as many mojh-born.

Within a crater near the western coast of the Wildlands lies a large lake called the Rune Sea. Those who have seen it describe a dark black lake covered in swirling runes, which seem to sing and whisper as though alive. Another oddity is the Field of Running Stones, where huge boulders occasionally slide along the dry, flat, and lifeless plain, sometimes at great speeds. No one knows what causes this movement, but it can present a hazard to cross.

WHERE PEOPLE LIVE

Giants dwell throughout the land, but are found in the greatest numbers in the capital city of De-Shamod, along the

banks of the Ghostwash, and along the eastern coast. Where the giants dwell, so do the sibeccai, although many of them have also moved into the southern hills.

Faen, as previously mentioned, come from the lush northern forest known as the Harrowdeep. Verrick hail from the wastelands to the far south. Litorians are native to the Central Plains, although their own legends say they originally came from far to the west. The mojh live in isolated enclaves found throughout the land but most commonly in the South.

The Frozen North

Rumors say that some of the gods of the Denotholan lie frozen forever north of the Harrowdeep. The old Council of Magisters records that in Common Year 1422 they used magic to travel to “the top of the world,” where they found “hideous figures, each a thousand feet tall, covered in ice and frozen in positions of horror for all time.” The figures, according to the mages present, each matched some divine personage from the Denotholan.

These gods may in fact be dead, or they may simply be imprisoned. Further exploratory missions have never been launched due to the dangers involved—the distance, the weather, and horrible monsters like remorhazes, frost worms, ice trolls, white puddings, and worse.

The council estimated that the figures lay almost 2,000 miles north of Ao-Manasa. Such distances would make the frozen north a huge expanse. Some council members at the time believed that the ice was slowly marching southward.

MAGICAL EFFECTS OF THE LAND

Magic is the leftover power used to create the world long ago. In theory, one day the amount of magic in the world will slowly fade and eventually disappear. This situation is far from the case now, however. The Lands of the Diamond Throne are host to many magical effects.

AKASHIC NODES

As described in *Monte Cook’s Arcana Unearthed*, areas where many people lived in the past form a kind of resonance that allows akashics to better access the akashic memory. Such nodes are fairly common, particularly in the Southern Wastes, along the east coast, and on the banks of the Ghostwash.

BLACK STREAMS

The existence of the dramojh and the damage they did to the land has left what would seem to be an indelible mark on the land. This corruption isn’t always obvious. Much of the time it remains insidiously hidden. Such is the case with the black streams. Black streams are pure flows of negative energy—the Dark—loose within the world. These invisible currents often change course, as well as ebb and flow in strength. Usually, one cannot even notice them until the negative energy begins to pool in an area. When this happens, the black stream begins animating dead creatures; causing sickness, rot, and decay in living things; and creating a general feeling of malaise, depression, or anger in intelligent beings. Black streams appear throughout the North and to a lesser extent in the South. They are most common in the Bitter Peaks.

POWER CYSTS

Like tidal pools left behind as the tide recedes, power cysts are areas where the magic of creation still flows strong. In these places, magical power pervades the very air, not to mention the rocks, soil, water, or other nearby matter. This magical saturation often takes tangible form, such as one or more permanent supernatural or spell-like effects in the area. Although the effects could be anything, and they are always different in different cysts, the following list provides some ideas:

- Plants in the area grow a strange color.
- Everything in the area weighs half as much as normal.
- Every creature in the area can speak telepathically to every other creature in the area.
- All wounded creatures are affected by *lesser battle healing* (no more than once per day).
- All creatures in the area are affected by *lesser ability boost* (no more than once per day).
- All creatures in the area are affected by *canny effort* (no more than once per day).
- All creatures in the area are affected by *saving grace* (no more than once per day).
- All creatures in the area are affected by *distraction* at all times.
- The entire area is affected by *unknown* at all times.

Further, spellcasters can draw power from a power cyst. A mage in the area who makes a successful caster power check (DC 20 + spell level) can power a spell without using a spell slot. A power cyst usually can power only about 1,000 levels of spells before it is drained and the area becomes normal.

A magical cyst generally measures from 20 to 100 feet across, in the shape of an invisible globe. Upon entering such a place, a spellcaster immediately knows something special has happened. A Knowledge (magic) check (DC 15) is needed to properly identify what is going on.

Most power cysts are found in isolated areas, because greedy mages eventually drained the power from the ones

that were out in the open. Once they discover a cyst, powerful creatures or mages often attempt to claim it, building a large keep or tower around the site.

TRAVEL LINES

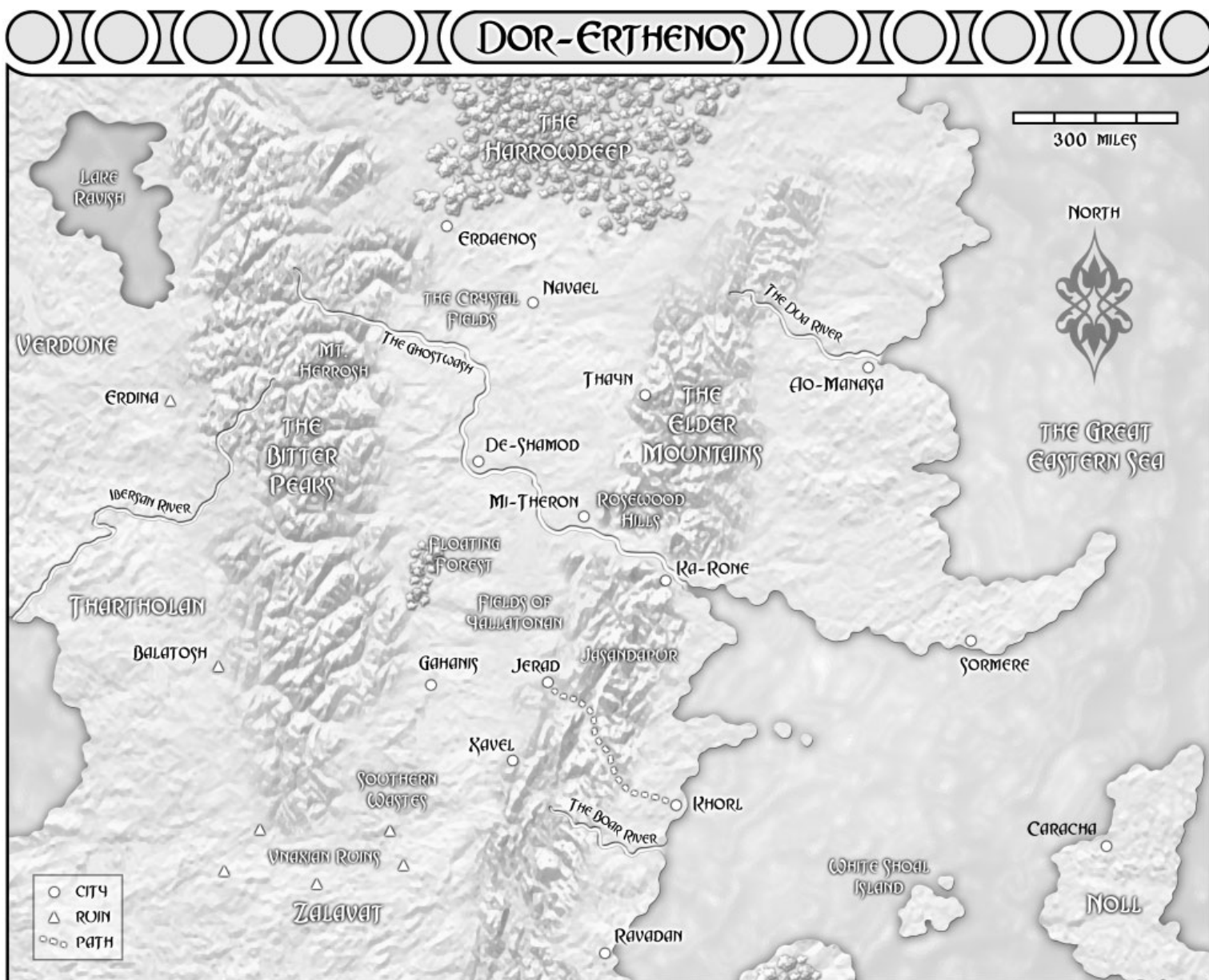
Between the sacred peak known as Jasandapur in the Elder Mountains and the mystical Mount Herrosh in the Bitter Peaks, there lies an invisible, magical line of power. If a spellcaster casts a *flight* spell and travels along that line, the duration does not end unless he stops or veers from the line. Casters who plot a *teleport* path between these two mountains always arrive successfully.

There are rumors of other “travel lines,” where mystical energy flows along a path across the surface of the land. Travel lines may be a different expression of the effect that creates power cysts.

WITCHING SITES

As mentioned in *Monte Cook's Arcana Unearthed*, certain sites are important or even sacred to witches. These places are usually isolated vales, still pools, undisturbed glens, or hill-tops with a commanding view on starry nights. However, a witching site is not always linked to nature. Sometimes, a witching site can be found within a ruined castle, or in the middle of an old city. These sites are sometimes called the “footprints of the gods,” because they correspond to areas that involved extensive activity by extremely powerful beings in the past. Thus, the Fields of Yallatonan, some of the Vnaxian ruins, and the city of Ravadan contain a number of witching sites. Witches find these locales using the Sight.

In a witching site, witch characters use their witchery powers to cast their spells at one level higher than their actual level. Level-dependent witchery abilities gain +1 level as well.





THE KINGDOMS

Much of the political geography has changed in the history of the realm, with kingdoms disappearing and new ones forming over the decades. This section contains a broad overview of the current state of affairs.

THE DIAMOND THRONE

The Diamond Throne is a hereditary seat of power that represents a giantish king or queen. The giants actually call their land Dor-Erthenos, which means in their own tongue, “land to the west.” This presents a somewhat ironic situation, because while the giants (and the sibeccai, whom they brought with them) hail from the east, this land is actually the farthest eastern land known to most people of the realm.

Each king or queen, also called the Lord or Lady Protector, is approved by a council called the Observance. If the Observance does not approve of an heir apparent, or sometimes even of a currently reigning monarch, they pass the position on to another relative, or even another giantish noble family.

The current monarch, Lady Protector Ia-Thordani, has been in power only about a year. The single reservation the Observance had regarding her ascension to the Diamond Throne was her unmarried state. She is currently accepting suitors.

The Observance exists only to watch over the monarch and provide advice and counsel. This body has no other direct power. Of late, some residents wish to see members of other races allowed into the Observance, but currently its membership is entirely giant.

Under the Lady Protector are two giants known as the High Stewards of the Land. They act as generals, advisors, and administrators, one watching over the North, and one watching over the South.

Beneath the High Stewards are the local magistrates, called *stewards*. These are regional governors, each based out of a major city. The Lands of the Diamond Throne hold 16 different stewardships.

Members of nongiant races can become *speakers*, representing the causes and concerns of their race or area. The speakers work with the stewards and help govern the people in a region. Ancestral aristocratic titles, in place since ancient times among humans, still remain and carry some weight—at least among humans. (The holdings and estates of dukes, earls, and counts still dot the landscape, particularly in the North.) Likewise, litorian tribes continue to follow their own chieftains, as they have for millennia, and faen communities in the Harrowdeep retain their own leaders as well. The giants recognize these positions as influential and important, but not as a part of their own government; in the eyes of giantish law, a human noble or litorian chief is no more or less than any other individual under their rule.

Under the Diamond Throne, the cities have become connected with well-maintained, paved roads wide enough even for the passage of large giantish wagons pulled by radonts. Aqueducts transport water to soak the crops and to provide communities with adequate safe water. Giant patrols pre-

vent, or at least decrease, attacks by dangerous beasts and raids by bandits and other enemies, such as the chorrim.

DE-SHAMOD

De-Shamod is the capital, home of the Diamond Throne and the most fabulous of the beautiful cities of the giants. A marvel of engineering, the city is built atop a pair of vast artificial mounds, one on each side of the river. The steep, sheer sides of the mounds are paved and carved with elaborate murals in relief. The sides of these rise about 70 feet above the plains around them, with wide ramps providing access into the city and down into the docks along the river's banks. Massive walls mark the perimeter of each section of the city, around the top edges of both mounds.

Tall statues line De-Shamod's broad, stone-paved streets. Its buildings stretch both high and wide with seamless stonework. Trees and flowering plants blend into the city's layout, making each street seem more like a verdant canyon. Banners of red and green drape from rooftop to rooftop and run down the smooth stone walls surrounding the city.

The grandest city on the continent, De-Shamod boasts a population of 50,000. About a third of these are giants, another third humans, and the rest a mixture of other races. De-Shamod boasts the greatest schools and universities in the realm, including Se-Heton, the largest and most prestigious academy devoted to the study of magic, founded by the Council of Magisters.

The monarch of the Diamond Throne personally appoints the steward of the city, currently a particularly massive giant named Dro-Kareth. A speaker of every major race other than mojh—human, faen, litorian, sibeccai, and verrik—works with Dro-Kareth and his staff of advisors.

De-Shamod is a center for commerce and trade, with a massive dockyard on both sides of the river. The city itself sprawls across to cover both banks. The two sides are joined by so many mammoth span bridges, it seems as though the city itself was built upon the river.

CURIOSITIES AND CHARACTERS

Fistan Degern, a 9th-level human runethane, maintains a shop where he creates magical clocks, locks, and other devices both intricate and powerful.

Communities on the Maps

Regarding the maps in this chapter, all communities the size of large towns (population greater than 2,000) are shown, but no small towns, villages, hamlets, or thorps are shown. Place them in any spots you find likely, interesting, or necessary. Such small communities exist in the Lands of the Diamond Throne in great numbers—probably 30 to 40 times the number of towns and cities marked on the map. Usually they spring up along roads between the larger communities, but sometimes in more isolated areas as well. Even the Wildlands of Kish, the cold lands north of Ao-Manasa, and the coasts of the Sonish Sea have small villages and towns. Each would possess a strikingly different nature from the others.

CENTRAL DE-SHAMOD



Xialn, a verrik merchant, sells stuffed and mounted monsters and monster portions (usually heads). He buys monstrous carcasses from adventurers and hunters (about 50 gp per Hit Die)—nothing humanoid, though.

Vi-Noman, a giantish financier and merchant—probably the wealthiest individual in the land—lives in De-Shamod, on an estate at the northern end of the city.

North of the city, along the banks of the Ghostwash, lies a moderately sized dramojh structure that remains intact despite the best efforts of giant and human. The metal coating given the outer layer of this spherical building keeps it sealed and unharmed from even the most powerful attacks and spells. No one knows what lies inside. The giants have posted a guard nearby in case something ever comes out or an unauthorized person tries to get in.

Within the city is a human-scaled castle called the Hall of Glory. Here, the wealthy and infamous human 19th-level warmain Lord Gerrance Ferron resides with his extensive retinue of followers, cohorts, and disciples. His close ally is Neverin the mojh. Neverin, a 17th-level akashic, leads the akashic guild of De-Shamod. He is probably the most respected mojh in the Lands of the Diamond Throne.

MI-THERON

Only De-Shamod surpasses Mi-Theron and Ka-Rone in importance. Both serve as key ports, Mi-Theron on the river and Ka-Rone on the sea. Mi-Theron is named for the great giantish hero who eventually led his race to victory against the dramojh in the Rosewood Hills after many terrible defeats.

Originally a fortress, Mi-Theron radiates out in a circular pattern with the fort in the center. The local steward, Ai-Reyona, still uses this stronghold as her home and court. More than many stewards, Ai-Reyona is regal and imperious. In Mi-Theron, she is virtually a queen. The Lady Protector in De-Shamod grows more and more dismayed at every report of Ai-Reyona's activities and attitudes.

Mi-Theron's population focuses greatly on the riverside docks and the boats that ply the waters of the Ghostwash, delivering goods across the land. This population numbers approximately 25,000—about a third of them giants, a quarter sibeccai, a quarter human, and the remainder faen, litorian, and a few mojh.

Around the city, people work herding cattle and growing various grains and other food crops.

CURIOSITIES AND CHARACTERS

Two oathsworn who refuse to give their names stand vigil over the ruins of an old temple near the city center. No one alive knows much of anything about the ruin or why they guard it, because the oathsworn won't allow anyone near. Most people have simply accepted them and do not approach, although some of the more daring (and young) adventurers consider it a test to try to bypass these guardians. None has ever succeeded. Local lore says the oathsworn have stood there for at least 200 years.

South of the city across the river, the litorian Ralland (6th-level wolf totem warrior/3rd-level litorian) and a full pack of dire runewolves guard a magical spring, said to flow up through a power cyst deep beneath the surface. The water from this spring has a variety of random beneficial effects on all who drink from it.

KA-RONE

The largest seaport on the Devanian Coast, Ka-Rone is a giantish city built atop the ruins of a major human city that the dramojh had been all but gutted. The original settlement was named Reveran, and more people called it home than any other human city of the time—it was the capital of the ancient kingdom of Sennes.

More than 28,000 people live and work in Ka-Rone, split almost exactly in thirds among the giants, the sibeccai, and the humans (the city's faen, verrik, litorian, and mojh populations are negligible). Built upon the Ghostwash delta, Ka-Rone feels like a number of small towns joined by bridges and artificial platforms created by the engineering genius of the giants.

Tu-Methus, the steward of Ka-Rone, is a well-known adventurer and hero now quite aged. This former sailor knows the sea well, garnering him the respect of ship captains who drop anchor in his harbor. Ships from Ao-Manasa, Khorl, Noll, Fallanor, and even the faraway Free Cities of the South come to Ka-Rone. Many of the ancient giantish ships used to sail across the Great Eastern Sea also still wait in this important seaport's harbor—the giants' expert craftsmanship has preserved these vessels for more than five centuries.

CURIOSITIES AND CHARACTERS

The infamous faen thief, Naira Grayclaw (10th-level unfettered/5th-level akashic) lives in Ka-Rone in semi-retirement. She uses various pseudonyms, but many people know how to find her (unless it's the authorities asking).

Mavik the Young, a sibeccai 14th-level magister living in Ka-Rone, claims to have developed a spell that can make a willing subject 40 to 50 years younger. There seem to be some unspecified side-effects, however.

The greatest and most famous sea captain of the modern age is Tellus Reed. When not at sea, he can usually be found—along with his equally famous ship, the *Star's Dream*—in port in Ka-Rone.

AO-MANASA

Ao-Manasa is also a busy port city. Gold has been discovered far north of here, and now would-be prospectors and miners use the port of Ao-Manasa as a staging area to launch their expeditions. Odd tales of beasts and even undiscovered peoples along the northern coast come back with the returning miners, as well as stories of endless frozen lands of eternal winter.

Of all the giantish cities, this is the most remote. About 17,000 people call Ao-Manasa home. A quarter of these are giants, another quarter sibeccai, another quarter human, and the rest faen. These are a rugged folk accustomed to ill-tempered weather and the rough surrounding lands. Countless flocks of goats and sheep graze outside the city, attracting numerous predators for wary shepherds and goatherds to spot.

The steward of Ao-Manasa, Gri-Taresh, has watched over the city for almost 100 years now. He commands his people's respect through his wise and practical solutions to problems. For example, when he saw how well the bounty on wolves and dire animals helped protect the region from predators, he placed a bounty on goblins, trolls, hags, crabmen, and other dangers to the city. The bounties draw adventurers and mercenaries to the area to help control these threats.

CURIOSITIES AND CHARACTERS

A curiosity at the very least, Tare claims to be a Devanian king. He appears to be a living statue of metal 7 feet tall. According to his tale, as he lay on his deathbed, cursed by

Typical Giant Patrol

One way giants maintain order is with frequent, well-equipped patrols. About half the time, these patrols are mounted, on heavy horses or radonts.

Giant Warrior (6), giant warz: CR 1; Medium giant; HD 2d8+4 (13 hp); Dying/Dead -3/-14; Init -1; Speed 20 feet; AC 16 (-1 Dex, +7 armor; touch 9, flat-footed 16; armor check penalty -5); BAB +2; Grapple +5; Atk +7 melee (2d6+4, crit. 19-20/x2, greatsword) or +2 ranged (1d8+3, crit. 20/x3, longbow); Face/Reach 5 feet x 5 feet/5 feet; SV Fort +5, Ref -1, Will +1; Str 16, Dex 9, Con 14, Int 11, Wis 13, Cha 12

Languages: Common, Giant

Skills and Feats: Climb +3, Craft (weapon-smithing) +3, Diplomacy +3, Ride +4, Sense Motive +3; Focused Healing, Weapon Focus (greatsword)

Possessions: Masterwork greatsword, mighty composite longbow (+3), 20 masterwork arrows, chain and plates armor, dagger, backpack, 50 feet of hemp rope, 3 tindertwigs, 10 gp

Giant Commander, giant wrm2/giant3: CR 5; Large giant; HD 2d12+9 + 3d10+9 (51 hp); Dying/Dead -4/-16; Init -1; Speed 20 feet; AC 19 (-1 Dex, -1 size, +2 shield, +8 armor, +1 Iron Flesh; touch 8, flat-footed 19; armor check penalty -8); BAB +3; Grapple +13; Atk +10 melee (2d6+6, crit. 19-20/x2, greatsword) or +3 ranged (2d6+6, crit. 20/x3, giant's bow); Face/Reach 5 feet x 5 feet/10 feet; SQ +1 AC against foes using swords; Hero Points 1; SV Fort +9, Ref +2, Will +3; Str 20, Dex 9, Con 16, Int 12, Wis 13, Cha 11

Languages: Common, Giant

Skills and Feats: Climb +6, Craft (weapon-smithing) +7, Diplomacy +3, Intimidate +5, Ride +2, Sense Motive +5; Iron Flesh, Lightning Reflexes, Natural Swordsman, Power Attack, Weapon Focus (greatsword)

Possessions: Masterwork greatsword, masterwork mighty giant's bow (+5), 10 +1 arrows, 10 arrows, masterwork great shield, masterwork plate armor, short sword, potion of lesser battle healing, backpack, 3 tindertwigs, 60 gp

the evil mage Havak, his greatest artificers and spellcasters created this artificial body in which to store his soul while they cured his real body of the malady. Tare, in his metal body, was kidnapped and held prisoner for centuries in a tower in the Elder Mountains before he finally escaped.

When he returned, not only was his real body gone, but his artificers and spellcasters had disappeared as well. Devania

Giantish Cities

Giantish cities are a wonder to behold. The giants present everything, from the wide, paved streets to the looming buildings and staggeringly tall towers, on a dramatically large scale. With their masterful crafting techniques, the giants work stone so that it has no seams or joints. Structures have a natural look, interior chambers feel like well-lit caverns, and everywhere the buildings accommodate trees and plants, filling the city with life.

Giantish cities are laid out with wide plazas (usually containing multiple fountains), carefully engineered aqueducts, and well-maintained, broad roads leading in and out. These engineers always build a city as a series of circles radiating out from a central hub. Occasionally, depending on the terrain, they may lay them out as a number of circle patterns radiating from different hubs. Giantish cities always have well-maintained sewers with large channels.

Since the giants' arrival, the giantish style of architecture has gained popularity even in places where giants are few in number. Twenty-foot ceilings, 10-foot-wide hallways, and huge doorways are commonplace throughout the realm.

Those looking for a capable wilderness guide need look no farther than Neilis Farsight, a faen 8th-level wolverine totem warrior who lives on the outskirts of Ao-Manasa.

THAYN

Both Thayn and Navael, cities heavily populated by faen, hold a reputation for producing of fine craftwork, particularly in wood and precious stones. Thayn is also known as a port city, but a port of a different kind—it produces floating sky ships carried aloft by rigid, gas-filled bags and propelled by magical motors. It is generally impractical to transport large numbers of people or shipments of goods in these craft, but they serve as rapid transport for wealthy or important individuals. They also prove useful for scouting and information gathering. It's interesting to note that the giants will have nothing to do with these sky craft.

Thayn also boasts the second largest magic academy in the realm: Brightborn School, founded by the Council of Magisters in Common Year 1570. The steward, Ei-Kestrin, is

himself no more. Today he wanders the streets of Ao-Manasa. The locals all know him but do not actually believe his tale. His golemlike physique apparently grants him immortality, with no need for food or drink.

Yann Goblin-Catcher, a sibeccai warmain, keeps a small army of goblins in the city. The creatures never gather in large groups, so no one really knows how many there are. These troops, like most city-goblins, keep to the gutters, crawlspaces, and alleyways. Unlike most, this pack is organized and reports to Yann with information and stolen goods in return for food and protection. Ironically, most people believe Yann to be a goblin hunter who rids the city of the vermin.

herself a magister of great power. This is the current home of other powerful mages, such as the faen Faevor Grayportal, who is currently attempting to reform the Council of Magisters. The academy is said to lie on the site of a battle between a famous mage and a powerful dragon, and the mages there can still harness the battle's residual magic.

With about 10,000 people, Thayn is slightly larger than Navael. Almost half of the population is faen, while the city also has a large number of giant and human residents, along with a fair number of sibeccai.

Around the city, mostly to the east, farmers till crops of wheat and barley. To the west, in the mountains, a number of silver and copper mines produce valuable commodities that ship through the city.

CURIOSITIES AND CHARACTERS

Perhaps the finest goldsmith in the Lands of the Diamond Throne, the giant Oa-Kembrid, lives in Thayn.

Slayer of the lich naga Rynass, Sir Kester (human 14th-level champion of light), also lives in Thayn. Sir Kester, known as the Scion of the Sun, leads the Knights of the Silver Sword, a regal and noble order in the region.

Kaimra Daychord, a spryte greenbond, sells sculptures she has created from naturally occurring wood pieces and other artifacts found in nature (feathers, leaves, stones, and so on). These sculptures, for reasons unknown, often contain special magical properties unsuspected even by Kaimra.

NAVAEL

Like its sister-city, Thayn, Navael is an artisan's haven, with large marketplaces and a number of guilds. Around the city, picturesque farms dot the fertile green fields of the northern plains. The road between Navael and De-Shamod is well-traveled by merchant caravans.

About 8,000 people live in Navael, more than half of them faen; the rest are giant, human, and sibeccai, in that order. The Steward is Ui-Narath, a giant known for her love of the faen. In Navael, the giantish authorities clearly give the faen special treatment, fostering resentment among the humans and even the sibeccai.

A gigantic statue of a dragon, made from steel and crystal, stands within Navael's central square. It is so large that one can see its head from almost any spot in town.

CURIOSITIES AND CHARACTERS

The crystal cutters are folks who make the trek to the Crystal Fields to the west and gather valuable pieces to sell in Navael. They frequently look for escorts, as the area is rife with bandits interested in crystal.

The exiled Fallanor prince Mikul (human 8th-level aristocrat) lives in Navael after a long and arduous journey from the Far South.

A litorian criminal known only as the Beast of the North is currently held in a prison in Navael. He is a 12th-level unfettered. Most claim he is insane.

ERDAENOS

Erdaenos once stood as a great city north of the Crystal Fields, but it became too difficult to maintain its population during a yearslong drought. Erdaenos was all but abandoned. However, one of the city's claims to fame was its fabulous library. The Library of Erdaenos held the largest collection of knowledge in the realm. Even the walls, floors, and ceilings of the library are covered in written records and lore.

With the help of a group of devout oathsworn dedicated to the cause, a handful of librarians, sages, and scholars maintains the vast library within the ruined, abandoned city. The leader of the cause and headmaster of the Library of Erdaenos is a devoted human champion named Hanrel Tannison. Knowledge-seeking pilgrims come to Erdaenos every year, despite the long and somewhat dangerous trek involved.

CURIOSITIES AND CHARACTERS

Rikkel Nevarstar, a harrid 7th-level mage blade, leads a group of human, faen, and litorian brigands that operates out of the ruined city.

Uxilach, a 9th-level akashic/2nd-level verrik woman, offers her services in the library as a freelance guide through its seemingly endless halls.

XAVEL

Xavel, a mostly verrik town, serves as the last stop before travelers headed south plunge into the dry Southern Wastes. A well-travelled caravan route follows the western edge of the Elder Mountains to Yrterot, home of Queen Uxmul of Zalavat.

Xavel has a population of just over 4,000 people, about 3,000 of whom are verrik and the rest human and sibeccai. Its giant steward, Io-Jannal, spends so much of her time away, the town is really ruled by the verrik speaker Tikalaq. The speaker is tied into local criminal syndicates fairly closely, making Xavel a rather lawless place.

Cattleherds and goatherds are common around the city. Within its walls many people make their living working the granite and limestone hauled from quarries to the east.

CURIOSITIES AND CHARACTERS

Since before recorded time, a levitating stone has stood at the site of Xavel—even before the city actually existed. It floats only 3 feet off the ground, but it is a 300-ton rock, so this is an impressive sight. This stone, known as the Rock of Xavel, is said to possess good luck, and locals make a point to rub it when they need some good fortune. Defacing the stone is a crime punishable by death—although an angry mob likely would kill the transgressors long before they faced trial.

Urquay, a verrik 7th-level iron witch, maintains a shop in Xavel, where customers can purchase all manner of magical devices. She makes most of them herself, but she also buys and sells other items. She has the protection of at least two powerful criminal syndicates (which she pays for), so stealing from her is unwise at best.

Miles east of Xavel, the knight Erdicosh Nord (human noble 10th-level warmain) maintains his own massive keep. Erdicosh hates verrik, and they are not welcome in the fief he has claimed for himself. This leads to constant problems with the local population.

JERAD

The streets of the frontier city of Jerad bustle with members of almost every race. It stands at the mouth of the Goat's Road, a pass through the Elder Mountains that leads to Khorl. Jerad is a human city with a human name and a population of just over 5,000. Human herders, a few verrik merchants and traders, and a hodgepodge of folk of other races and professions dwell here. Litorians may very well make up a larger percentage of Jerad than any other city. The humans of this area have always been on good terms with the local litorian tribes.

The steward, an ambitious giant named Re-Tarranan, takes his job very seriously. The people of Jerad are fairly independent, though, so he maintains a force of sibeccai to enforce the law of the Diamond Throne. This fairly heavy-handed solution has brought the city some small amount of grief and trouble.

CURIOSITIES AND CHARACTERS

Berrad Ubbert, a human 10th-level mage blade/3rd-level crystal warrior†, lives in Jerad. He runs a small guild of thieves and mercenaries who specialize in wilderness missions.

Sualin, a mojh 8th-level runethane/2nd-level mage priest†, runs a temple to the all-but-forgotten Hanavere Trinity. This temple boasts amazing sculptures chronicling famous individuals dating back a thousand years.

The litorians of the area speak of a strange cloud that blows about on the wind in this region. They say that within the cloud, a litorian woman with vast magical powers lives in a small floating castle. Supposedly, magical traps and wards guard the castle well, but within it lie great treasures.

KHORL

Khorl is a human city and provides an apt port for ships on their way to or returning from Fallanor to the south. It is a dangerous place, known to be the home of many thieves and pirates. About 4,000 people dwell in Khorl, although once there were many more. Consequently, much of the city lies abandoned, occasionally inhabited by squatters, vermin, or worse: goblins and other humanoids. The legitimate population is about half human, a quarter verrik, and the rest giant and sibeccai. An-Redachan is the steward of Khorl, but rumor has it that he was killed a few years ago and replaced with a doppelganger friendly to pirates.

Just outside of Khorl, the realm's first giantish fortress now stands in ruin. Du-Nor is a massive structure atop an impressive spire of rock. It is now reputed to be haunted, filled with monsters and bandits, or both.



CURIOSITIES AND CHARACTERS

Saemet Tatterpage (loresong faen 8th-level magister) and Rennan (litorian 9th-level oathsworn), head the effort to clear out the dangerous monsters inhabiting ruined portions of the city. They are always looking for bands of mercenaries or other capable folks to take on missions into the ruins.

Regis Fronth (human 10th-level unfettered) runs a smuggling ring out of Khorl. He hopes to raise the money to pay for a magic item that will transport him to the extradimensional prison where a champion of magic named Ertoss Kol sent his father years ago.

Far worse, however, are the persistent rumors of a slaver operation, run mostly by sibeccai and operating out of Khorl.

On an island off the coast, a verrik 14th-level sea witch named Echizla runs a strange sort of orphanage that trains young children in the arts of magic. Most believe that Echizla uses her protégés occasionally to help her wreck ships and plunder their cargo.

GAHANIS

Gahanis is a human name, which in older times meant “shelter.” During the dramojh rule, it served as a refuge for escaped slaves and rebels. When the giants came, Kether—the leader of Gahanis—attempted to aid them against the dramojh. The giants at the time nicknamed the city Battlehome, for they used it as a base of operations and supply for many years.

Today Gahanis exists as a trade center. The mines of the Derenblack Hills to the south, operated largely by sibeccai, produce vast amounts of iron and other metals. Although Gahanis has its own bale furnace and foundry, most of the ore ships out in caravans either northward or toward the coastal cities.

The steward of Gahanis is Ne-Chardath. He works closely with a human speaker, Neril Sann. The town boasts a population of about 3,500, with half of those being human, a quarter sibeccai and faen, and the last quarter made up of giants, verrik, litorians, and mojh, in that order. Not far into the hills dwell two tribes of litorians that keep in fairly close contact with Gahanis. They have only a passing interest in the ores that move through the town, but they trade for other supplies. And of course the plains to the north teem with litorians as well.

The fortress of Gahanis still stands, mostly vacant, only occasionally used as a storehouse. The fortress connects to the vast natural cave system used by escaped slaves to hide from the dramojh. Common wisdom claims that some of the bandits who raid caravans leaving Gahanis have spies hiding in the caves to monitor who comes and goes from the town.

CURIOSITIES AND CHARACTERS

Nefen, a verrik 2nd-level akashic/4th-level magister, works as a strange kind of “memory artist.” He uses his akashic abilities to call up the memories of a random person, then creates illusions of that person so customers can actually interact with the illusion, which acts like the original person would.

Kellic the Sly (sibeccai 4th-level mage blade/1st-level sibeccai) leads a small group of brigands preying upon merchants on the road between Gahanis and De-Shamod.

North of town, in the Floating Forest, an ancient castle known as Ebonring Keep guards the secret of a dramojh artifact.

SORMERE

In and around Sormere, on what is called the Aged Peninsula, humans still attempt to cling to their old ways as much as possible. The lingering legacy of the Sennes Kingdom and Queen Adrilashe flickers here like a candle in the darkness—or so goes the attitude of many of those who live here.

When the dramojh took control of the realm, they pushed east from their power center in the faraway Bitter Peaks. By the time they reached Sormere, humans could put up only minimal physical resistance. Thus, much of Sormere remained untouched. Some further speculate that there was something about Sormere—or something ancient hidden there—that the dramojh wished to avoid. In any event, this allowed many of the inhabitants of the “Old City,” as it is called, to remain free of enslavement.

The giant En-Fallasash, steward of Sormere, is very taken with the ways of the city, even though they are not particularly giantish. Ornate, gothic architecture, elaborate forms of dress, and a complicated code of mannerisms and behavior

distinguish this city from most others. Most of the 14,000 people who call it home are human (about three quarters), with the rest mainly faen and giants. Only a very few verrik, sibeccai, and litorians even come here, let alone stay. And more than in any other place, mojh are unwelcome here. The inhabitants say Sormere is the “most human city in the realm”—and not without a bit of implied prejudice.

The “old nobility,” as it is called, remains influential in Sormere and throughout the Aged Peninsula. Castles and keeps inhabited by aristocrats and wealthy landlords dot the region.

CURIOSITIES AND CHARACTERS

Lord Uthelot Katanis throws an elaborate gala every year that draws wealthy folks and nobles from across the Lands of the Diamond Throne.

The Tilladin family, all magisters going back as far as the family can trace, runs a thriving magic item business. All items are made to order.

Galaer Sevenstones, a quickling faen 12th-level unfettered/1st-level ollamh lorekeeper†, won a castle from a human noble in a game of Kings and Kingdoms. He now resides in the place, north and east of the city, with his family and a number of other faen he invited down from farther north.

RAVADAN

Ravadan was once a holy city dedicated to the god Idonis. Adherents of that religion claim that it still is. It is said that within the walls of the ancient city, Idonis dwelt in physical form for many years. Religious pilgrims form a substantive amount of the traffic into the city, either by sea from the Devanian coast or through the mountains from Xavel and points north. A huge statue of the god stands in the harbor, holding a flame in its hand that serves as a beacon at night (the statue itself, almost three-quarters of a mile off-shore, is in fact a hollow temple). Even today, people in Ravadan—especially pilgrims—claim to have visions and dreams sent by the god, or see omens in the way animals act, signs in the architecture, or even portents in the way the dust blows about the street.

Beautiful marble buildings, many looking like temples (a lot of them were temples once), fill Ravadan. The Temple Guard, an independent law-enforcement organization, keeps the peace in Ravadan, ensuring that it does not become as wild a port as Khorl. The Temple Guard also makes sure that no one mistreats or takes advantage of the pilgrims, either inside the walled city or in the immediate region. Once a wholly human organization, many of the Temple Guard today are sibeccai.

Ravadan is a city of 9,000, most of them human but with a strong verrik and sibeccai population as well.

The steward of Ravadan, Ea-Nuverun, is said to hate the place. Unhappy with her station and farther from the Diamond Throne than any other steward, she seeks a new position.

CURIOSITIES AND CHARACTERS

Nuve the Quick, a sibeccai 11th-level champion of magic (and Ravadan) is second-in-command of the Temple Guard. He would do almost anything to be the head of the organization.

Planau Desrat, a human 5th-level oathsworn/4th-level wood witch, watches the roads leading into Ravadan and protects travelers against highwaymen and worse.

Ixikil, a verrik 6th-level mind witch, is a well-known criminal and thief in the city.

POPULATING A CITY

All the cities mentioned above have only very general descriptions. To flesh out any of these locations, or smaller towns and villages of your own creation, use the following lists to generate ideas for people, businesses, and locales within the city.

All of these are appropriate to *Monte Cook's Arcana Unearthed* and the Diamond Throne setting.

IDEAS FOR YOUR CITIES

CRAFTSPEOPLE/ARTISANS

Alchemist
 Artificer
 Artist/Sculptor
 Blacksmith
 Bonecarver
 Bookbinder
 Carpenter/Woodcarver
 Cartwright
 Chandler
 Cobbler/Shoemaker
 Cooper
 Cutler
 Distiller
 Dyer
 Fuller
 Furniture maker
 Gemcutter
 Glassblower
 Gold- or silversmith
 Haberdasher/Hatter
 Herbalist
 Launderer
 Leatherworker
 Limner/Painter
 Locksmith
 Mason
 Metalworker
 Paint maker
 Porcelainist
 Potter
 Roofer
 Sealmaker
 Shipwright
 Stonecutter
 Tailor/Clothier
 Tanner
 Tattoo artist
 Taxidermist
 Thatcher
 Tinker
 Wainwright
 Weaver
 Wheelwright

SERVICES

Advocate
 Animal trainer
 Arbiter
 Astrologer
 Astronomer
 Cartographer
 Cooper
 Copyist
 Dentist
 Engineer
 Executioner
 Fence
 Firefighter
 Forester
 Fortune teller
 Goblin catcher
 Guide
 Healer
 Hunter
 Hypnotist
 Masseuse
 Messenger
 Miner
 Mountaineer
 Mystic
 Navigator
 Nursemaid
 Prostitute
 Rat catcher
 Realtor
 Recruiter
 Sage/Loremaster
 Scout
 Scribe
 Spelunker
 Surgeon
 Surveyor
 Teacher
 Teamster
 Translator
 Trapper
 Undertaker

BUSINESSES

Alehouse
 Archives
 Armorer
 Bakery
 Bank
 Barracks
 Boarding house
 Bowyer
 Brewery
 Brothel
 Butcher
 Casino
 Cavalry stable
 Cheese shop
 Construction company
 Courthouse
 Customshouse
 Dairy/Creamery
 Distillery
 Fishery
 Fletcher
 Foundry
 Fresh market
 General foodstuffs
 General store
 Granary
 Greenhouse
 Guard headquarters
 Hospital/House of healing
 Hostel
 Inn
 Jail/Prison
 Laundry
 Library
 Lumberyard
 Meeting hall
 Mill
 Mint
 Moneylender
 Nursery
 Palace
 Park
 Pawnshop

BEYOND THE DIAMOND THRONE

The preceding, however, is really only half the story. Although the nearby kingdoms all officially pay homage to the Diamond Throne, they are also their own sovereign states. Far fewer cities and towns are marked on the map beyond the reaches of the Diamond Throne—even cities with populations of 2,000 or more may be missing from the map, if you want to add them.

ZALAVAT

To the south lies the Kingdom of Zalavat, home of the verrik. This hot and dry land of rocky valleys and shifting dunes is punctuated by the practical yet elegant cities of the verrik, who use glass and stone to interesting effect. Though the dramojh never entirely conquered Zalavat, the verrik monarch pays homage to the Diamond Throne out of respect (although originally, it is said, the tribute and allegiance were inspired more by fear than reverence).

The deeper one travels into Zalavat, the stranger the landscape grows, and the less cosmopolitan—and more purely verrik—the cities become. At the heart of Zalavat is the city of Yrterot (IRT-a-rut) where Queen Uxmul (Oosh-MOOL, the hereditary queen name) rules from her palace of bronze and silk. The city itself perches upon a narrow spire rising up in

the center of a barren crater. One can reach it only by three spun crystal bridges that connect the city's outer rim with other more accessible spires rising up from the edges of the crater. Nonverrik are not welcome in Yrterot, except by special permission of the monarchy.

Yrterot is a city of 36,000 people, virtually all of them verrik. Within this metropolis of crystal spires and stone ziggurats, the secret of the verrik dwells, away from the prying eyes of the rest of the world. The “wrongness” that others sense from the verrik they meet is merely a minor symptom of a much greater malady called the Curse of Xyphon (see page 20). While all verrik have this curse to a minor degree (each suffers a –2 penalty to Charisma), some are born with or eventually develop hideous physical deformities and terrible mental disorders. These unfortunates are taken (sometimes by force) to Yrterot. Those able to function within society do so, and the others are locked away in a place called the Haven of the Damned—a vast complex within the city. About one-third of the city's population shows visible signs of the curse.

CURIOSITIES AND CHARACTERS

Kitlashav, a verrik 12th-level iron witch, is the captain of the guard in Yrterot, in charge of keeping nonverrik out of the city.

IDEAS FOR YOUR CITIES (CONT'D)

BUSINESSES (CONT'D)

Public baths
Punishment square
Rentals
Restaurant (fine)
Restaurant (general)
School
Smelters
Smokehouse
Tavern
Tax collector
Toll collector
Trader
Treasury
University
Warehouse
Watchtower
Weaponsmith
Winery

GUILDS

Akashics
Alchemists
Apothecaries
Armorers
Artificers
Artists
Assassins*
Astrologers

Barristers
Blacksmiths
Carpenters
Courtesans
Craftsmen
Entertainers
Fishermen
Jewelers
Mages (magisters, runethanes)
Mercenaries
Merchants
Messengers/Heralds
Metalworkers
Moneylenders/-changers
Physicians
Sailors
Scouts
Shipwrights
Slavers*
Smugglers*
Steersmen/Navigators
Stonemasons
Tailors
Thieves*
Wainwrights
Warguild (warmains and other warriors)
Weaponmakers

OTHER STRUCTURES/SITES

Abbey
Amphitheater
Apartments
Asylum
Auction block
Aviary
Bazaar
Bestiary
Church
Embassy
Fairgrounds
Firehouse
Gymnasium
Icehouse
Kennel
Lighthouse
Livestock market
Monastery
Monument
Museum
Private club
Shrine
Stable
Stadium
Temple
Theater
Tournament field
Town hall

*These guilds are illegal in most areas.

Dvannech, a verrik 6th-level wolf totem warrior/2nd-level beast reaver†, leads a band of brigands in the Southern Wastes. They use trained desert wolves to prey upon travelers and those seeking to explore the Vnaxian ruins.

Xuveram is a verrik warlord (14th-level warmain) who commands a mixed group of rhodin and verrik mercenaries. He lives in a palace north and west of Yrterot.

FALLANOR AND THE FAR SOUTH

Near Zalavat but even more remote lies the Fallanor Empire. Populated by strange beings and beasts, most of the lands of the Fallanor Emperor are simply uncharted temperate wilderness. The actual “empire” truly exists only along the coast. The cities there attract both merchants and pirates. Truth be told, the only time one hears of Fallanor in the Lands of the Diamond Throne is when discussing some rare spice or other imported goods, or when the emperor sends an envoy to pay tribute to the Diamond Throne.

The capital of Fallanor is the bustling metropolis of Shana, a vast habitation that is a mixture of strange architecture and a tent city. The only other city of note is Vathorth, also on the coast, known for its militaristic warlords and strange (and strict) laws.

South of Fallanor lie the “Free Cities of the South,” coastal city-states that pay allegiance to neither Fallanor nor the Diamond Throne. Little is known of these places, but the few explorers and merchants to journey there and return claim there are six major cities populated by humans, verrik, and a curious race of amphibious humanoids called the unara. The cities are Utos, Mallacosta, Suherlen, Inoosh, Genek, and Capellosha. These places are each unique. Utos is ruled by philosopher-priests, Genek by a deformed king magically transformed into a gargantuan lizardlike creature. Insular Mallacosta’s harbor is lined with underwater traps that can destroy a ship and walls so high as to be unassailable. Suherlen is a matriarchy where the uncomely are forced to wear masks, while Inoosh is ruled by an undead queen who favors only spellcasters. In Capellosha, City of Idols, it is said that every sixth person is a priest, and that they worship even more gods than the faen.

Or so the traders’ tales go.

CURIOSITIES AND CHARACTERS

A human named Nadil Underdal runs a small curiosities shop that specializes in magic items. It is said that the shop, simply called “Found,” has storefronts and doorways in many cities in the South, all leading into the same shop—though where the shop itself lies remains a mystery.

A verrik 5th-level mage blade named Ixasa and her partner, a rogue chorrim warmain named Nul, travel throughout the South, always looking for adventure. Ixasa is known for her quick and biting wit.

NOLL

This island nation is a realm of seafarers. The capital and largest city is Caracha, which boasts a population of 6,000. Like all of Noll, most of Caracha’s residents are humans, but many verrik, sibeccai, and even some giants live there (although Noll is technically beyond the reach of the Diamond Throne). The ruler, King Hadderoch II, is a kindly man. His devious brother, Giliston, covets the throne.

The unara, found in the Free Cities of the South, occasionally come to Noll as well. Tales speak of an underwater kingdom of theirs, to the south and east of Noll.

CURIOSITIES AND CHARACTERS

Daeran Windbreath (loresong faen 5th-level magister/5th-level expert) owns the *Silent Muse*, perhaps the greatest of the faen sky ships. He uses it to transport the wealthy and powerful from Caracha to Sormere, Ka-Rone, and even Thayn.

THE HARROWDEEP

To the north of the Diamond Throne lies the Harrowdeep, both a geographical feature as well as the forested homeland of the faen. The faen, as a race, are ruled by twin siblings—always. When a pair of siblings (or even just one of the pair) abdicates or dies, another pair is “chosen by divine will.” Their rulers measure alternating cycles of time that faen refer to as “loresong cycles” or “quickling cycles.” Based on the current cycle, they associate different meanings and portents to faen fates and fortunes. Since the length of a cycle is never the same, the faen system of measuring time (“that was three cycles ago”) is something only they really understand.

Faen usually reside in small villages and thorps in isolated vales and glens within the forest. These communities always attract a mixture of all types of faen—there are no purely quickling villages or loresong towns. Most of these settlements are well hidden and defensible, due to the faen’s need for security.

In the far north of the Harrowdeep—even farther than most faen dare to venture—lives a small group of greenbonds of various races called the Deepharrows. These people, having rejected all semblance of normal society, watch over the forest from within the trees themselves. These individuals show no mercy to anyone they see as an intruder. Ruthless and compassionless, they are feared by all.

All, that is, except perhaps the darklings. These are quickling faen who have left their homes to live in the darkest parts of the Harrowdeep. In abandoning their villages, these quicklings have left behind the taint of human (or giant, or litorian, etc.) civilization. They long for an earlier time, an era in the distant past when (they claim) all faen were quickling hunters of the forest. The darklings are dangerous, and many are actually psychotic.

CURIOSITIES AND CHARACTERS

Naev Pickluck, a 5th-level quickling unfettered, will gladly serve as a guide—for a hefty fee.

Maedi Sparkborn is a 5th-level magister/3rd-level spryte who serves as an agent of Faevor Grayportal agitating for the re-emerging Council of Magisters in the Harrowdeep.

In a secluded clearing within the Harrowdeep, a huge iron hand, 6 feet across and 10 feet high, thrusts up from the ground. No one knows its origins or purpose (if any). Many call it the Harrowhand.

VERDUNE

To the west of the Diamond Throne lies the dark land of Verdune. Once a kingdom of stout human warriors, Verdune was transformed by the dramojh invasions into a menacing realm of ruined fortresses defended by dead soldiers. Still, in the last hundred years, small groups have begun attempting to rebuild and reclaim the land from the unquiet spirits that have held it for so long.

The dramojh were even less kind to the Verdunians than they were to the people they conquered later on. The dragon scions killed every intelligent creature they could find in Verdune, and then animated the dead as terrible abominations. The capital, Erdina, was once a walled city surrounding a huge castle. No spellcasting was allowed in this city of 20,000 people. Now it is a vast ruin populated by undead, although many of the magical wards to prevent spellcasting in certain areas of the city remain in place.

The dramojh did not manage to kill everyone, however. Today, descendants of the surviving natives—mostly human—dwell in forts and walled towns. Though constantly plagued by undead attacks, they hope one day to reclaim their land and their capital. They are always looking for strong swordarms and capable mages to help them.

CURIOSITIES AND CHARACTERS

Terrst of Erediar (a small walled town in Verdune), a human 4th-level warmain/3rd-level aristocrat, claims to be the only living heir to the Verdunian throne. He has a number of powerful personal champions and oathsworn who have pledged him their support. It seems likely that if anyone will lead the living to victory in their war against the dead, it is Terrst.

Nekel the Deadwitch, an undead 12th-level iron witch, haunts the countryside, looking for her “daughters.” She attacks females, insisting that they join her in death.

Strange swarms of seemingly undead insects, some a mile across, occasionally sweep across Verdune, eating vegetation and flesh with equal voraciousness. Some speak of even stranger swarms that feed only on undead flesh.

THARTHOLAN

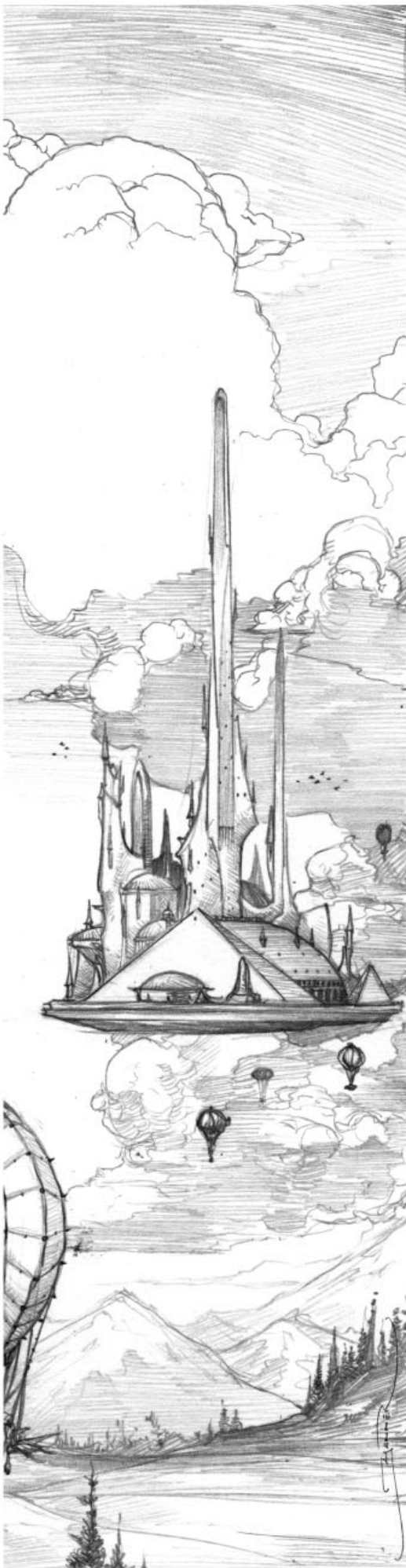
South of Verdune lies Thartholan, a land filled with ruins from other planes and dimensions and inhabited by displaced creatures. The dramojh once used powerful energies to raid alternate dimensions for slaves and magical treasure. Much of what they brought back remained in Thartholan. This land contains the ruins of entire cities that once stood on distant planes, torn in their entirety from their original homes.

Once a powerful human kingdom, Thartholan is now “a land of madmen and the palpable madness that afflicts them,” as the giantish king Jo-Othem once said. The few remaining native humans do indeed hold a reputation for madness, subjected as they are to the strange creatures, objects, energies, and sites ripped from other planes and now covering their land.

Many open gates to other dimensions remain active in Thartholan. Not only do such gates present a risk of letting more outsiders into this world, but many of the gates are invisible. A person can simply wander into one and never be heard from again.

Balatosh, the former capital, once floated high in the sky. A series of devastating dramojh attacks eventually brought the city crashing to the ground. Although spells and wards kept parts of it surprisingly intact, the city is now a strange ruin in the middle of a crater.

Obviously, most of the inhabitants of Thartholan are like nothing else in the world. The strange humanoids called alabasts live here, unable to return home (see Chapter Four: Creatures). Demons and angels, likewise marooned, now reside in Thartholan. However, most of the “kidnapped” creatures of Thartholan that have not yet made it



back to their worlds are alien beasts and odd creatures. Occasionally, a displaced golem or other construct from another plane is spotted wandering the fields of the kingdom, attempting to fulfill its original, alien mission.

A trip to Thartholan can be a very strange experience, to say the least.

CURIOSITIES AND CHARACTERS

Veilin Tonast knows more about the wilds of Thartholan than most people alive. This 8th-level human greenbond has adapted well to serving a land with such a confused identity. If you can find him, he can serve as an excellent guide or source of information.

The short but stout Thorek Glitterhammer, a 7th-level warrior, is displaced from his homeworld and wishes to get back. He claims to be a “dwarf.” Apparently this term means something to him other than “short human.”

THE UNKNOWN WEST

Beyond Verdune and Thartholan to the west and north lies an uncharted expanse of land. The folk of Verdune say it is a dry and inhospitable place that stretches for a thousand miles before ending in another sea. Legends claim that this region provides a home for the metallic dragons that left the Lands of the Diamond Throne long ago. One tale speaks of an ancient castle where dragons once taught magic to humans. This fortress still rises above a valley—although whether dragons actually live there anymore is unknown.

THE ORGANIZATIONS

One can find hundreds of guilds, militias, knightly orders, brotherhoods, and local organizations in the Lands of the Diamond Throne. A few are large or influential enough to merit discussion here.

THE COUNCIL OF MAGISTERS

Once one of the most powerful organizations in the Lands of the Diamond Throne, this group technically disbanded about 90 years ago. Recently, however, a loresong faen magister named Faevor Grayportal has made it known that he wishes to resurrect the institution. He sees signs in such events as the renewed interest in Castle Mabb (see page 20), the increased number of falling stars in the night sky of late, and even the rumors of a new source of magical power among the alabasts. These signs, he says, show that the council is needed again. This Thayn-based mage is currently looking for powerful magisters.

THE JAREN

Perhaps the realm’s largest mercantile organization is also the most mysterious. The Jaren seemed to appear shortly after the disappearance of the dramojh. These people (their race is unknown) wear long purple robes, bronze masks, and articulated gauntlets. No one has ever seen their faces or bodies—and any Jaren slain in bandit raids or grievously harmed in

accidents have simply vanished. They do not speak of their origins or their actual physical forms. One likely possibility is that the Jaren are not from this plane, but arrived here through one of the many gates still active in Thartholan. Every Jaren ever encountered has been a potent mage.

One may never meet an actual Jaren when working for them or with them, however. They have a vast network of employees and contractors from every major race. The Jaren concentrate mostly on shipping, running large caravans across the Central Plains and even through the Southern Wastes into Zalavat. They also operate on the sea, usually in hired ships with hired crews. Occasionally one might spy strange ships made of brass and dark wood with glass sails, apparently created by the Jaren themselves.

In addition to transporting goods—buying in one area and transporting them vast distances to where there is demand—they also peddle their own wares wherever they go. Jaren goods are always magic items, usually potions but constant and charged items as well (never scrolls).

THE NIGHTWALKERS

Throughout the Lands of the Diamond Throne, a powerful and well-connected organization called the Nightwalkers uses thievery, smuggling, assassination, and occasionally slaving to earn vast amounts of gold. Many estimate that this organized crime syndicate has more wealth and power than many kingdoms.

The Nightwalkers comprise various subdivisions called “elements.” Each element controls a territory, and strict rules prevent members of one element from operating in or sometimes even entering another element’s territory. A leader, or “prince” controls each element. They occasionally convene in different locales to discuss business and issues of the day. The leader of the strongest element, the Night King, is the most powerful and influential member of the organization.

The elements occasionally feud, but this is actually fairly rare. Most often, the Nightwalkers avoid conflict of any kind, even with local authorities or opposing groups (like the Jaren or the Order of the Axe; see below). They prefer to use tactics like blackmail, assassination, and sowing dissent rather than open warfare.

The current Night King is a sibeccai in Ka-Rone named Urthoss the Dark. He is incredibly secretive and incredibly ruthless, even by Nightwalker standards.

THE ORDER OF AXE

The Order of the Axe is the largest and most powerful knightly order in the Lands of the Diamond Throne. It has 37 chapters, each with its own chapterhouse located in a keep. Each chapter may have as few as 10 or as many as 300 members in its roster. Because of the nature of the order, however, they must work in secret.

Sir Redic Pynchar founded the Order of the Axe over 300 years ago on the principle of maintaining order, peace, and

justice in the name of the Diamond Throne. Ironically, the Diamond Throne disavowed—or perhaps simply dismissed—the order almost immediately because it was not a giantish organization. (A giantish order called the Knights of the Diamond serves the Diamond Throne throughout the realm.)

Sir Redic, who claimed knighthood by right of blood (he traced his lineage back to the nobles of Sennes), was outraged at this slight. The Order of the Axe rededicated itself to those original goals—order, peace, and justice—but as a group in opposition to the throne. Thus, the Order of the Axe became a contradiction: a group dedicated to upholding order but not supporting the rule of those in power. They work outside the bounds of law to seek justice. They protect the innocent, but not always through lawful means.

The Order of the Axe does not seek open rebellion but would like to see, one day, the return of the individual kingdoms, duchies, and principalities that controlled the land 1,700 years ago.

THE RUNEPRIESTS

Related to the ancient Cult of the Fleshrunes, the Runepriests revere the power of the runechildren. However, they do not worship this power. In fact, contrary to their name, they are not a true religious organization at all. The Runepriests' primary goal is to artificially recreate the Rune Messiah.

The Runepriests have established small “temples” throughout the realm where they engage in clandestine research. This research involves using magic and alchemy on kidnap victims—some runechildren, some not—in order to discover the source of the runechild's abilities, how to instill these abilities into nonrunechildren, and how to control and increase the potency of the whole process. Each Runepriest temple works individually. In a sense, they work competitively, although it is not a hostile competition, and Runepriests from one temple sometimes work with those of another on a joint project.

Some Runepriests have established controlled breeding programs, where they manipulate communities (often magically) so that desirable candidates marry and produce offspring. They seek to engineer a certain strain they believe to be more conducive to runechildren and eventually the Rune Messiah. This, obviously, is an incredibly long-term plan.

Sometimes membership in the Runepriests is a secret. Secret members can play “matchmaker” in a village or town to facilitate the group's breeding programs or maintain a position in a community to watch for candidates for experiments. However, the Runepriest temples are not secret, and some members are very open. Most people simply have no idea what goes on inside them, or what the Runepriests' real goals are.

THE COSMOLOGY

The number of planes of existence, magisters theorize, is infinite. Some are truly alien realms with their own logic and physics and bizarre inhabitants. Others are closer alternate dimensions that hold worlds not terribly unlike the one we are all familiar with.

HEAVENS AND HELLS

These realms do not fit into easy categories, although some planes are more heavenly or hellish than others. Angelic beings inhabit the more heavenly planes, and demons or devils the hellish planes. These exist in varying degrees, so that the pleasant and unpleasant qualities of the plane diverge from minor aspects to nearly unimaginable extremes. Some learned scholars suggest that these effects may relate to the planes' “cosmological proximity” to the theoretical planes of ultimate positive energy and ultimate negative energy. Those places, of course, are what greenbonds call the Green and the Dark.

PLANAR MOVEMENTS AND CONJUNCTIONS

As time passes, the world of Serran and the plane it inhabits comes into conjunction with some planes and moves “away” from others. This means that, during certain periods, extradimensional connections (allowing travel, communication, and conjuration effects) work 100 percent of the time. When this world is not in full conjunction with another plane, there is between a 99 percent and 0 percent chance for such connections to function, or function properly.

A Knowledge (cosmology) check (DC 15) allows a character to predict which planes are in conjunction at any given time. A check (DC 20) provides the chance of success to establish a connection if two planes are not in conjunction.

OUTSIDERS ON SERRAN

Despite the fact that interplanar travel is not terribly common, nor is the summoning of creatures from other planes, Serran still harbors many creatures not native to the world. The presence of the vast majority of these aliens is due to the dramojh's use of the *phase heart* to rip inhabitants, objects, and places from other planes. Thus, if one is interested in outsiders, one need go no further than the bizarre land of Thartholan.

Some of those kidnapped outsiders (or, more often, their descendants) have left Thartholan and now live elsewhere in the realm. For example, the fire-loving hell-hound packs mostly migrated to the dry, hot climes of the Southern Wastes.

Occasionally, a demon or angel (or similar creature) whose truename falls into the hands of a powerful mage will find itself on Serran. Even after the mage dismisses it, the creature's attention might remain drawn to this world, leading it to interfere in the affairs of its inhabitants. For example, adventurers fighting a coven of harrids might learn that their master is actually a powerful demon working from the shadows. This is the exception, however, not the norm. Beyond the bounds of Thartholan, outsiders are extremely rare.

THE THREATS

Many dangers lurk in the Lands of the Diamond Throne. Despite the order and safety the giants provide, the world needs great heroes now more than ever. The following is only a short list of antagonists that threaten the otherwise peaceful lands.

THE LEGACY OF THE DRAMOJH

First and foremost among the dangers to the realm are the legacies of the dramojh. These insidious tyrants may be gone, but their creations, such as lamias, nagas, harpies, manticores, medusas, slassans, and other creatures, still haunt ruined citadels and wilder areas at the edge of the Diamond Throne's patrols.

Most dramojh fortresses were razed when the giants defeated them 350 years ago. Some remote forts were merely sealed, however, and a few reportedly were missed. While giant divinations showed that the dramojh were extinct, some of their hidden caches or abandoned citadels may remain.

The dramojh were corrupt and so insidious, they left behind terrible curses, plagues, and destructive spells waiting to be triggered by intrusion into the remaining fortresses or simply by the passage of time. The creatures' inhuman vengeance extends far beyond the grave. One current magical disease, called the "rot from within" (see sidebar, page 22) may very well have been released in the Bitter Peaks by just such a contingency.

HAVINAR BALACOS

Just as some brave heroes champion concepts like freedom, light, and life, others champion more sinister forces. Perhaps worst among them are champions of death. The most powerful champion of death known today goes by the name Havinar Balacos. People know few truths about this mysterious figure, but they have heard many rumors.

Havinar Balacos is a human whose face is unknown. He wears heavy armor adorned with the trappings of his fixation: skulls, bones, and other symbols of death. He delights only in death (but not necessarily suffering). His goal is to kill every living thing in the world, starting with the intelligent creatures. Dealing death is his only pursuit—he does not crave power, gold, or knowledge, except where they might help him kill more creatures.

Current reports say this diabolical villain has gathered a group of followers by lying to them about his true motives. Likewise, he may be attempting to ingratiate himself in the ranks of the chorrim, offering them some kind of aid, although the only thing he is truly concerned about is fomenting a large-scale war and the casualties it will bring.

Havinar Balacos: Male human chm19 (death): CR 19; Medium humanoid; HD 19d10+95 (204 hp); Dying/Dead -6/-20; Init +1 (Dex); Speed 20 feet; AC 30, 31 vs. ranged (+1 Dex, +14 armor, +5 shield); touch 11, flat-footed 28; armor check penalty -6; BAB +19; Grapple +22; Single Atk +24 melee (1d8+1d6+6, crit. 19-20/x2, longsword); Full Atk +24/+19/+14/+9 melee (1d8+1d6+6, crit. 19-20/x2, longsword); Face/Reach 5 feet/5 feet; SA +1 damage to living creatures, death's wrath, finger of death; SQ Immune to negative energy spells; Hero Points 2; SR 30; SV Fort +18, Ref +11, Will +13; Str 17, Dex 12, Con 20, Int 14, Wis 11, Cha 17

Languages: Common

Skills and Feats: Diplomacy +14, Knowledge (geography) +10, Knowledge (history) +13, Knowledge (magic) +10, Ride +13, Sense Motive +8, Spot +22; Bloody Strike, Cleave, Exotic Armor Proficiency, Mounted Combat, Paralyzing Blow, Power Attack, Shield



Specialization, Slippery Mind, Weapon Focus (longsword), Weapon Specialization (longsword)

Call Shield (Sp): 1/day day for 19 minutes, summons a +4 *long shield* that a foe cannot take against his will, although it can be dispelled. The shield negates 50 percent of the criticals that Balacos and all his allies within 10 feet might suffer.

Call Upon Power (Su): 6/day, gains a +2 enhancement bonus to Strength and Constitution for up to 19 rounds as a free action.

Call Weapon (Sp): 1/day day for 19 minutes, summons a +4 *defending weapon* that a foe cannot take against his will, although it can be dispelled.

Heartening Cry (Su): 1/day as a free action, gives a battle cry that rallies and inspires Balacos' allies. All allies within 30 feet gain a +1 morale bonus to attack rolls, saving throws, and checks for 19 rounds. Further, all allies within the area under the effects of an unwanted enchantment can make another saving throw against the effect (at the original DC) to throw it off.

Take on the Mantle (Su): 1/day as a free action, takes the form of the avatar of death, adding a +8 enhancement bonus to Strength, Constitution, and Charisma. Balacos also gains DR 20/+3 (20/magic) for 38 rounds.

Death's Wrath (Sp): 1/day, can summon forth a blast of negative energy that inflicts 10d8 points of damage to a single living creature within 100 feet. Balacos must make a successful ranged touch attack to inflict damage.

Finger of Destruction (Sp): 1/day, can cast *finger of destruction* as a 19th-level caster (DC 20).

Possessions: +2 *definitive harness of fire resistance*, +2 *articulated long shield*, +1 *vorpal dark longsword*, *bracers of health* +2, *cloak of resistance* +2, *figurine of wondrous power: obsidian steed*

KALLETHAN/THE KALLETHAN

Some people know the name "Kallethan" as that of a powerful undead magister who commands a legion of undead warriors. Others speak in conspiratorial whispers of "the Kallethan," a cabal of wicked spellcasters bent on domination, often using magic to control events from behind the scenes.

The truth is, "Kallethan" is really neither a group nor an individual, but both. Kallethan is a cabal of powerful undead spellcasting spirits that cooperatively inhabit one undead body. Thus Kallethan is one physical form, but six spirits. What's more, despite the fact that the body the Kallethan inhabit was once human, the Kallethan themselves were dragons in life. So Kallethan is actually six undead dragons, all bound together in one body.

Kallethan resembles a disembodied skull floating above a cloaked skeletal form that drifts over the ground. Around the skull, six small bronze images of dragon heads orbit continually, sometimes appearing to turn, look about and even react to what transpires around Kallethan.

Kallethan seeks power. One day, it would like to see itself as the literal ruler of the world, with all its foes dead or crippled, bowing down before its magical might. It seeks artifacts and lore to accomplish these ends. Meanwhile, it magically controls many minor (and not so minor) political leaders and influential people. It also keeps a hidden fortress full of undead in Verdune, on the western edge of Bonegate Pass through the Bitter Peaks. For now, it is wary of the giants and it monitors the world's most powerful individuals as possible threats.

Between the six of them, they know virtually all spells. Kallethan, even in a human's undead form, still retains some draconic powers as well. In truth, its power rivals that of minor gods.

(The) Kallethan: Six undead dragons each mgr20: CR 28; Medium undead; HD 20d12 (×6) (150 hp × 6); Dying/Dead 0/0; Init +7 (Dex); Speed 30 feet; AC 37 (+7 Dex, +7 natural, +5 ring, +8 bracers), touch 22, flat-footed 30; BAB +10; Grapple +15; Single Atk +15 melee (1d4+5, claw); Full Atk +15 melee (1d4+5, two claws); Face/Reach 5 feet/5 feet; SA Composite entity, all spells are mental-only actions, energy drain (touch with claw inflicts 1 negative level); SQ Undead immunities, immune to acid, air, cold, earth, fire, lightning, and water, DR 15/+1 (15/magic), fast healing 3, blindsense 60 feet; Hero Points 6 (1 each); SR 35; SV Fort +11, Ref +18, Will +24; Str 21, Dex 25, Con —, Int 29, Wis 24, Cha 21

Languages: Aquan, Common, Celestial, Draconic, Faen, Giant, Ignan, Infernal, Terran, Undercommon

Composite Entity: Can cast six spells and take a move or move-equivalent action in a round; or take one physical standard action, a move or move-equivalent action, and cast five spells in a round; or take one full-round action and cast five spells in a round

All spell slots and spells readied are multiplied by six.

Opponents must destroy all six dragon spirits (cycling through all hit points six times) to completely destroy Kallethan. When making saving throws against any effect that can immobilize, destroy, incapacitate, or otherwise eliminate a single entity, Kallethan makes six saving throws; if any succeed, it succeeds.

All skill checks gain a +10 bonus from all spirits working together in perfect harmony (not included below). Extra feat slots used to know all exotic spells in *Monte Cook's Arcana Unearthed* except *bring down the moon*, *burst of healing*, *dragon-form*, *giant's grip*, *litorian claws*, *regeneration*, and *sibeccai bite*.

Skills and Feats: Alchemy +25, Concentration +28, Decipher Script +20, Knowledge (ceremony) +19; Knowledge (cosmology) +24; Knowledge (geography) +20, Knowledge (history) +22, Knowledge (magic) +29, Knowledge (runes) +19; Knowledge (science) +16; Listen +27; Search +25, Spellcraft +29, Spot +27; Battle Mage, Brandish Magical

Might, Corrupt Mage, Craft Constant Item, Craft Spell Completion Item, Defensive Move, Eldritch Training, Energy Mage (electricity), Modify Spell, Power of the Name, Resistant Spell

Possessions: *Staff of the magi*, +5 ring of protection and spellcasting, bracers of armor +8, cloak of resistance +5 and displacement (50%), gauntlets of dexterity +6, headband of intellect +6, ring of evasion and spell turning, rod of electricity and lightning, burst boots, cubic gate, necklace of three wishes, bag of holding (storing a multitude of special components for spells and spell templates)

Spell Slots: 54/54/48/48/48/42/36/30/30/24

Spells Readied: All spells listed in *Monte Cook's Arcana Unearthed* except as noted above.

VIRDELLA TESHAM

"I will tear this silly little universe to shreds to find what I seek."

Although no one knows for sure, the being known as Virdella Tesham claims to be a demigoddess from a distant plane. She says that the plane that the world inhabits is merely a ruse created to hide a powerful "artifact" known as the Hadath, which she seeks. Virdella wants nothing less than the destruction of the universe to get at the Hadath.

The Hadath, apparently, is some kind of specific energy sequence hidden within the very fabric of the universe. With it, Virdella could command the power to conquer multiple planes. This energy sequence can only be accessed, however, by dismantling the plane.

Virdella is extremely powerful, but she does not have the strength herself to destroy the entire plane. So she waits (time does not seem to be a factor in her dire quest), researches, and studies. Specifically, she is looking for an energy source to tap that will grant her the destructive power to accomplish her goal. At the moment, she is looking into the power cyst the Hanavere Trinity discovered, which allowed them to ascend to godhood. If she could find that cyst, or one like it, the world might be in grave danger.

Many learned folk greatly fear an alliance between Havinar Balacos and Virdella. Their terrifyingly genocidal goals would make them a force of concern for every living being.

Virdella's stats are beyond mortal reckoning.

THE CHORRIM

The famous akashic sage Gavran Enchilian once observed, "The only thing that kept the chorrим armies from invading our lands a thousand years ago is that the dramojh were far harder on them than on humanity. If the dramojh had not overcome us, the chorrим certainly would have."

Hundreds of years ago, the chorrим (see Chapter Four) were indeed gathering a massive army (in fact, multiple armies) and readying themselves to swoop down from the

Bitter Peaks like a storm to conquer the realm. However, the dramojh appeared on the scene before the chorrим were ready, and—seeing these militaristic creatures as a greater threat—decimated their armies. Only centuries later did the other races learn of the terrible and bloody battles fought between chorrим and dramojh: battles the chorrим eventually lost.

Since that time, the remaining chorrим went into hiding and immediately began planning their revenge and the ultimate domination of all the realm. When the giants came, they resented and feared their power, and greatly altered their invasion plans. Ultimately, though, they believe it was the giants' victory over the dramojh that will allow them to, one day soon, invade and defeat all other races.

Secret chorrим military camps lie throughout and under the Bitter Peaks, as well as in a vast network of subterranean caves and passages—some natural, some created by the chorrим.

THE MYSTERIES

The Lands of the Diamond Throne are home to many mysteries yet unsolved.

THE CRYSTAL WEAVERS

Long ago, before the dramojh invaded, strange creatures called the crystal weavers dwelled along the Devanian coast. These creatures could weave a special kind of "spun crystal" into anything they desired. Although they could create anything out of crystal—weapons, armor, tools, statuary, and so on—the basis for all their creations was crystal thread no thicker than normal thread. These threads were ultra-strong, however, and could support up to 500 lbs.

While *woven* items are made entirely out of crystal, the crystal weavers could also *lace* noncrystalline objects with their crystal threads, making the objects much harder and rendering them virtually immune to the passage of time. Although this technique often enhanced wooden objects, it also kept even scrolls and books from that time, well over a thousand years ago, intact and usable today.

The crystal weavers disappeared shortly after the coming of the dramojh and—despite rumors and a few alleged sightings in the Elder Mountains—they have never been seen since. Their legacy remains, with crystal-laced items and objects of woven crystal (often considered artwork even if the original intent was functional) highly sought after still today. Wielding a crystal sword or staff is a potent status symbol.

Crystal woven objects have a hardness of 30, and 80 hp per inch of thickness. The base price of a crystal woven object is 200 times the normal base price (not counting magical qualities, if any), unless it is a weapon, in which case the crystal object costs +9,000 gp. Armor and shields of woven crystal possess a +2 crystalline bonus to Armor Class,

and weapons have a +2 crystalline bonus to attack and damage rolls. Thus, a crystal ladder costs 10 gp (5 cp × 200), a crystalline bucket 3,000 gp (15 gp × 200), and a crystalline light mace would cost 9,005 gp (5 gp + 9,000 gp).

Crystal-laced objects receive a +10 bonus to hardness, although this increase never takes the total hardness over 30. Objects laced with crystal threads have triple their normal number of hit points and cost 10 times the base price (not counting magical qualities, if any). Crystal laced upon armor or shields can make them stronger and more protective, with a minimum price increase from the base price of +500 gp. Laced weapons likewise become more deadly, and go up +3,000 gp in cost. Armor and shields gain a +1 crystalline bonus to Armor Class when laced with crystal, and weapons gain a +1 crystalline bonus to attack and damage rolls. Thus, a laced crystal long shield is 700 gp (the base price of 20 gp × 10 is only 200, so the price increases by the minimum of +500 gp), a laced crystal breastplate costs 2,000 gp (200 gp × 10). A laced crystal longsword costs 3,015 gp (15 gp + 3,000 gp).

THE DARK DEPTHS

After their masters, the dramojh, were eradicated, the slasans fled deep underground and discovered a whole separate world of caverns and tunnels. Moreover, they found this underground land, known to many as the Dark Depths, already inhabited by all manner of subterranean creatures. Trolls, shadow trolls, goblins, and even a race of degenerate humans dwelled underground in strange darkness-shrouded cities. The caves were also filled with creatures like dire bats, lurkers above, tunnel worms, cave fishers, cave morays, purple worms, ochre jellies, and worse.

Since their arrival, the slasans have quickly established themselves as the dark masters of the underground world. They build bizarre cities using slaves (like their masters once did) drawn down from the surface. The intelligent creatures in the Dark Depths speak Undercommon. Despite most of them being terribly self-interested, they occasionally conduct trade and sometimes intermingle.

No one, not even the inhabitants of the Dark Depths, has ever explored the farthest reaches of the caves and tunnels. Many speak of vast underground seas and gigantic caverns large enough for whole armies to clash in battle. Explorers from the surface are certain to encounter many wonders here, but just as many—if not more—dangers.

THE UNKNOWN WEST

No one knows exactly what lies to the far west of the Lands of the Diamond Throne. It is said to be populated with all manner of weird and heretofore undiscovered creatures. Not the least of these strange beasts are dragons, particularly metallic dragons, thought to have fled west during the

Dragon War well over 7,000 years ago. It is possible that a wholly new human culture, one that never fell into the grip of the dramojh, could exist there with its own cities, customs, and magic.

Explorers might seek to learn about the people and creatures of the Unknown West, and open up trade routes with friendly folk. They also might seek the wisdom and lore of the long-lost dragons.

And if the western edge of the realm isn't enough, eager explorers could travel to the continent to the southwest, across the Sonish Sea. This place holds flora and fauna unlike anything anyone has ever seen before, and is inhabited (it's said) by creatures such as the harrids (see Chapter Four).

ADVENTURE IDEAS

The Lands of the Diamond Throne are waiting for your player characters to discover them! Here are a few adventure ideas to get you started.

INTO THE RUINS (LEVELS 1–3)

A loresong faen akashic named Guin Eyelight is eager to learn the magical combination for a lock to an ancient vault. He wishes to travel to an akashic node in a ruined Vnaxian city in the Southern Wastes where the vault builders once lived. There he can delve into the akashic memory and find the combination. He needs help getting there, though—the ruins are filled with rhodin—so he hires the PCs to escort him and protect him from harm.

Within the ruins, Guin accidentally releases a number of 1st-level undead warriors that the PCs must help destroy. In so doing, however, the akashic finds an entrance to a well-preserved underground portion of the city. Hoping to find an ancient library that could tell him the magical combination he seeks, Guin insists on exploring with the party's help. They must overcome traps and more old guardians to succeed and return to civilization without succumbing to the attacks of rhodin raiders.

LOVE'S LIGHT LOST (LEVELS 4–6)

Peniah Loren, a human runethane, is horrified when she discovers that her husband Yorrin, also a runethane, wants to become a mojh. She seeks the PCs' help, lying to them and telling them that mojh have kidnapped her husband and intend to force him to become one of them. She tells them that they should slay Yorrin if they are too late, for he would rather be dead than a mojh. The PCs trek across harsh wilderness to get to a secret mojh community, where they find Yorrin. When they finally reach him, they learn that he goes to the transformation of his own free will. Now the group must decide for themselves who is lying and who is telling the truth—and what to do next.

THE LOST DUKE (LEVELS 7–9)

A 10th-level magister named Takrus Reis sneaked into the royal court of Duke Thomian Nule of Sormere and used a *directed charm* spell (made permanent) to get the duke to fall in love with a woman named Jessa. The magister has Jessa under his power because he knows her truename and hopes to get her to find out the duke's as well.

The PCs, visiting the duke's court, notice the unnatural goings-on. When they discover the truth, they've got to stop the magister without disrupting the court, embarrassing the duke, or harming Jessa. Whether they succeed or not, however, the next day the duke goes missing. Takrus, realizing that the party is on to him, has decided to kidnap the duke and hold him for ransom. If the PCs manage to rescue him, they certainly will have made names for themselves.

MAGIC ENTOMBED (LEVELS 10–12)

The player characters, interested in recharging a magic item drained of power by a curse, seek a power cyst. Consulting sages and old texts, they follow clues to an isolated valley in the Elder Mountains. In the valley stands a tower. Within the tower lives a seemingly mad old magister named Jepheth, who claims to be an ancient god, also drained of power by a curse. He knows where the power cyst is, but explains that a pair of hydras guards it. If the PC help him take on the hydras, he will help them find the cyst.

Jepheth is indeed a minor deity—one whom other immortals drained of his power for his wrongdoings (he doesn't explain that latter part to the party). The PCs not only have to get past the hydras, but also other guardians placed around the cyst, all there to keep out Jepheth. They must determine, before it is too late, that Jepheth should not be allowed into the cyst itself. If he gets access, he will drain it dry and once again become a power-mad godling, with no gratitude for their help.

THE CHAMPION OF DARKNESS (LEVELS 13–15)

The demons of Kaleknos—a hellish plane currently in conjunction with the world of Serran—wish to extend their influence into the realm. To do so, they have chosen an agent whose heart is particularly dark. This verrik woman's name is Ullix. With the demons' help, she has become a powerful (16th-level) champion of darkness, and her power is growing. To further aid her, they have given her an *amulet of learn truename*. She plans to use it to learn the truenames of influential and/or powerful individuals, so she can force them to do her bidding.

The PCs are friends with the steward of a small city who has learned of Ullix's plots. He tries to convince them to infiltrate the verrik's fortress and destroy the amulet, if not

Ullix. This is more difficult than it would seem, because the champion of darkness has given no indication that she serves demons or that she uses magic against others. In fact, she is a well-thought-of knight in the community.

THE ECLIPSE (LEVELS 16–18)

A greenbond comes to the player characters to ask for help (or a PC greenbond experiences this himself). While speaking with a nature spirit, he learned that a nearby group of human witches and mage blades—led by a radical 18th-level champion of freedom named Torenos Von—seeks to use a powerful artifact that will unleash great power. This group feels that the giants are too oppressive and that the other races should be free to rule themselves in their own ancestral homelands. The artifact, known as the *Spear of Night*, can only be activated during a solar eclipse. The group hopes its use will demonstrate that they are powerful enough to hear and heed.

What they don't know is that their actions will awaken an ancient sleeping moon god and draw it down to the world. The mere presence of this deity, connected to the moon and the night sky but not the world, will cut off greenbonds and the land itself from the Green within 100 miles of it. The land will die. The PCs have to convince the witches and mage blades to stop, using diplomacy or force.

THE SOUL OF NIGHT (LEVELS 19–20)

Deep within a crumbling dramojh citadel, a cabal of sibeccai darkbond† witches attempts to rouse the undead spirits of some powerful dramojh. The resulting backlash of negative energy washes out of the citadel and casts the surrounding area into permanent night. With no one else powerful enough or brave enough to investigate the very heart of darkness, locals beseech the PCs for help.

Within this everlasting night, the party must cope with a number of newly spawned horrors, as well as old creations of the dramojh, recently awakened. Worst of all, however, the darkbond witches have become twisted monstrosities of magical might unlike anything the people of Serran have ever seen.. Not only must the PCs defeat these abominations, but they must do so in a way that contains the seething dark energy that bloats them, rather than flooding the land with its power.

Prestige Classes

The Lands of the Diamond Throne teem with people, each an individual with unique skills and talents. Some learn interesting abilities from special organizations or through rigorous training. A few of these special sets of abilities and skills are presented here as prestige classes.

No doubt about it, nothing helps define a world like prestige classes, because they illustrate what people can do and sometimes even the groups they form. This chapter details eight of the prestige classes that exist in the Diamond Throne setting. While there are certainly more in the lands than these, this is a fair sampling. In addition, a special section at the end offers advice on importing prestige classes from other sources into your *Arcana Unearthed* campaign.

BEAST REAVER

Beast reavers are found throughout the Lands of the Diamond Throne. These intelligent individuals have each mastered some large beast and now use it as a mount or companion. But to accomplish this task, the beast reavers become more bestial themselves. These savage folk live mostly in wild areas (cities look none too kindly upon their feral nature or their often dangerous companions). Beast reavers are some of the roughest, most uncouth, and barbaric individuals in the Lands of the Diamond Throne, although occasionally an exception arises—the beast reaver who knows how to conceal his own animal temperament. In any event, all beast reavers do have a powerful animal magnetism.

Because of the need for a savage nature, litorians and sibeccai frequently become beast reavers. The class particularly attracts totem warriors, but also unfettered, champions, and warmains. Sometimes a mage blade or a greenbond learns the skills of the beast reaver, then complements them with magic.

Beast reavers gain their expertise from other beast reavers. There is no formal organization, but a sort of brotherhood exists among those who tame monstrous creatures. Most beast reavers work alone or in small groups. When in groups, it's common for all of them to have the same monstrous mounts—dire lions, wyverns, and so on.

In the Diamond Throne setting, beast reavers can be found in almost any non-urban area, but particularly in the Harrowdeep, the Bitter Peaks, and the Southern Wastes. They are said to be somewhat common in Fallanor as well.

Hit Die: d10

REQUIREMENTS

To qualify to become a beast reaver, a character must fulfill all the following criteria.

Handle Animal:	8 ranks
Knowledge (Nature):	2 ranks
Ride:	8 ranks
Wilderness Survival:	5 ranks
Feats:	Mounted Combat, Ride-By Attack

CLASS SKILLS

The beast reaver's class skills (and the key ability for each) are: Climb (Str), Craft (Int), Handle Animal (Cha), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Ride (Dex), Sneak (Dex), Spot (Wis), Swim (Str), Wilderness Survival (Wis). For more information on these skills, see *Monte Cook's Arcana Unearthed*, Chapter Four.

Skill Points at Each Level: 4 + Intelligence modifier

CLASS FEATURES

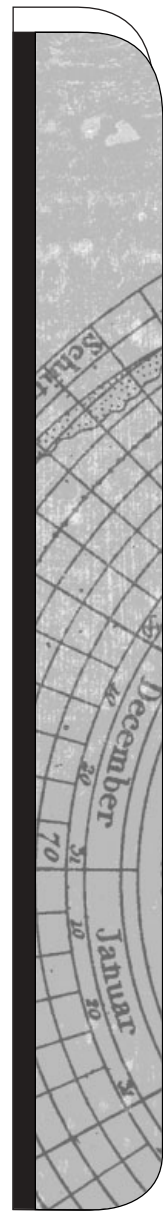
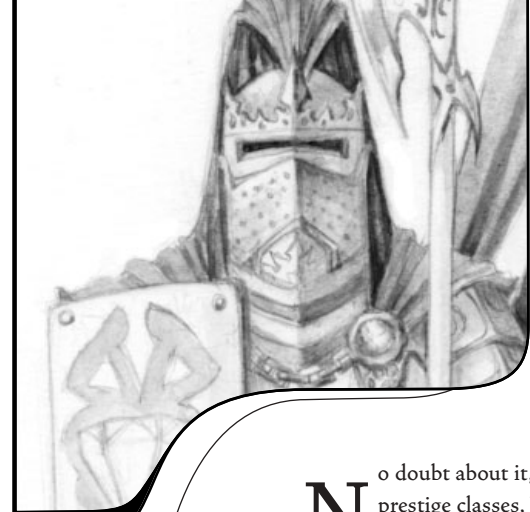
Weapon and Armor Proficiency: Beast reavers are proficient in the use of all simple and martial weapons and light armors and shields.

Tame Beast (Ex): At 1st level, a beast reaver can attempt to tame a creature that meets the following criteria:

1. Has an Intelligence score equal to or less than the beast reaver's class level + his Charisma modifier (minimum Intelligence of 1).

THE BEAST REAVER

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Tame beast
2	+2	+3	+1	+0	Savage rage
3	+3	+3	+1	+1	Feral bond
4	+4	+4	+2	+1	Tame greater beast
5	+5	+4	+2	+1	Greater savage rage



2. Has total Hit Dice equal to or less than the beast reaver's class level + his Charisma modifier (minimum 1 HD).
3. Is of one of the following creature types: animal, magical beast, vermin.

To tame the creature, the beast reaver spends one week with it, making sure it is well cared for, then makes a Handle Animal check (DC 20 + creature's HD, even if the creature is not an animal). If the check succeeds, the creature becomes friendly to the beast reaver. If it fails, the beast reaver can try again after spending another week in the same manner.) The beast reaver can use Handle Animal to teach the creature tricks as if it were an animal, unless he can actually communicate with the creature, in which case it does what he asks it to do, as any friendly companion would. To all others, the creature remains as hostile as ever. If the beast reaver ever mistreats the creature, it leaves immediately. If a beast reaver is not present or is unconscious, the creature reverts to its normal nature (savage), unless the beast reaver made a Handle Animal check (DC 15 + creature's HD) right before leaving or going unconscious.

A beast reaver can have a number of tamed beasts equal to his Charisma modifier (minimum 1). He can send any creature "back to the wild" in order to train a new one, but the dismissed creature returns entirely to its normal state and demeanor.

If the beast reaver has the Way With Animals talent, he gains a +2 bonus to his Charisma modifier to determine the maximum Intelligence and Hit Dice of the creature to be tamed and the number of creatures he may have tamed. A beast reaver who is also a totem warrior gains an additional +1 bonus to determine maximum Hit Dice of totem creatures.

Savage Rage (Ex): When he desires, the 2nd-level and higher beast reaver can fly into a savage frenzy. In a rage, a beast reaver gains phenomenal strength and durability but becomes reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength and Constitution and a +2 morale bonus on Will saves, but suffers a -2 penalty to Armor Class.

While raging, a beast reaver cannot use skills or abilities that require patience and concentration, such as moving silently or casting spells. He can use any feat he might have except for Expertise, item creation feats, and any spell-like ability. A fit of savage rage lasts for 3 rounds + the character's (newly improved) Constitution modifier. The beast reaver may voluntarily end the rage prematurely. At the end of the rage, the beast reaver is fatigued (-2 penalties to Strength and Dexterity, can't charge or run) for 1d4+2 rounds. Entering a rage takes no time itself, but the beast reaver can do it only during his action and not while fatigued.

A beast reaver can enter savage rage once per day per class level.

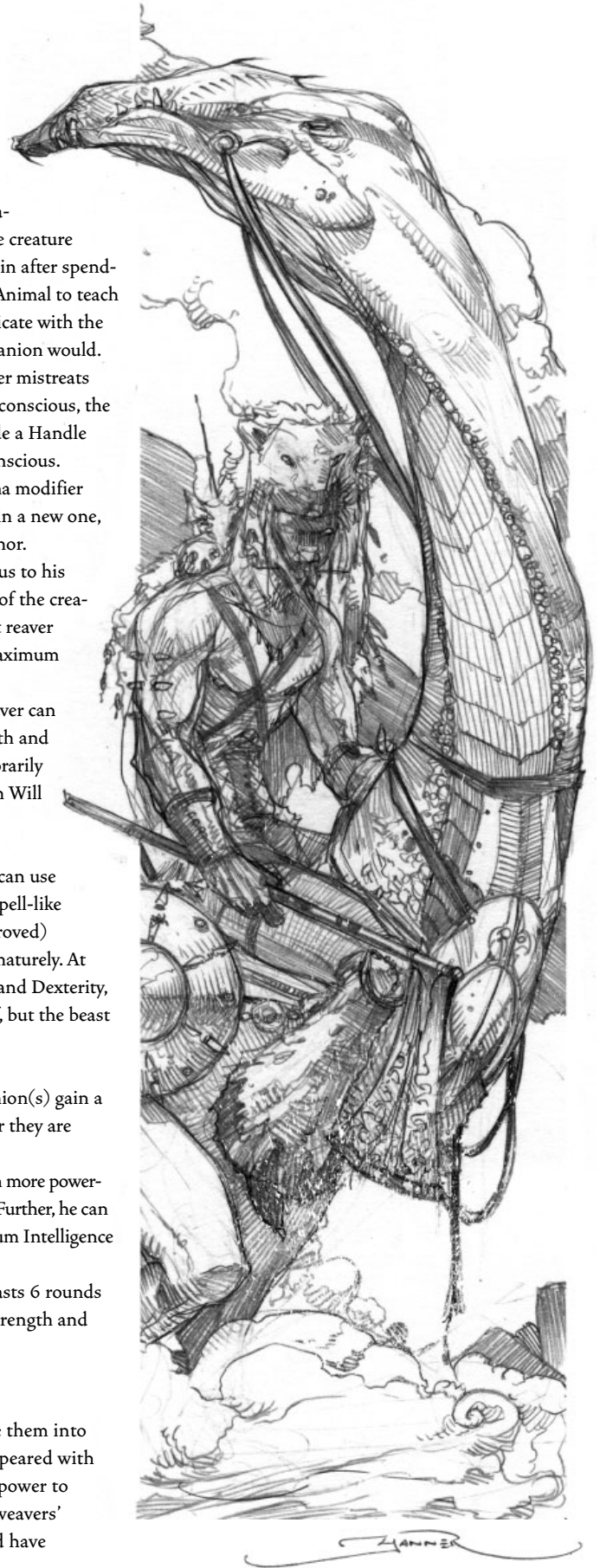
Feral Bond (Ex): At 3rd level, the beast reaver and his creature companion(s) gain a +1 morale bonus to attack rolls, saving throws, and Armor Class whenever they are within 5 feet of each other.

Tame Greater Beast (Ex): Starting at 4th level, a beast reaver can tame even more powerful creatures, such as aberrations, dragons, and (if the DM allows), outsiders. Further, he can add his Wisdom bonus to his Charisma modifier to determine the maximum Intelligence and Hit Dice of the beasts he can tame (but not the number he can tame).

Greater Savage Rage (Ex): At 5th level, the beast reaver's savage rage lasts 6 rounds + his (newly improved) Constitution modifier. He gains a +6 bonus to Strength and Constitution and a +2 morale bonus to Will saves.

CRYSTAL WARRIOR

Long ago, the mysterious crystal weavers spun crystal threads and wove them into amazing works of craftsmanship. Their secrets, for the most part, disappeared with them. However, a little-known ritual can grant those found worthy the power to create crystal threads of their own. Though not as stable as the crystal weavers' creations, the threads of the crystal warrior grant incredible powers and have spawned many great tales.



Crystal warriors specialize in weapons and armor made with crystal threads, and even tend to take on a crystalline nature themselves. Normally, mage blades, warmains, totem warriors, champions (particularly champions of magic), oathsworn, and unfettered become crystal warriors. Although the oathsworn are not too interested in the ability to lace weapons and tools with crystal, the class interests them for the other abilities it grants. Although crystal warriors possess mystical powers, only the very rare akashic, witch, runethane, magister, or greenbond becomes one. Humans, sibeccai, and litorians are the most common races to become crystal warriors.

Crystal warriors do not necessarily gather in groups or form societies. Normally, they are loners. Sometimes, a crystal warrior will settle down in a community and work as an artisan making crystal-laced items and providing for their upkeep.

In the Diamond Throne setting, crystal warriors are somewhat rare. They dwell along the Devanian coast and in the Elder Mountains more than anywhere else.

Hit Die: d10

REQUIREMENTS

To qualify to become a crystal warrior, a character must fulfill all the following criteria.

Base Attack Bonus: +5
Alchemy: 2 ranks
Craft (Crystal): 8 ranks
Feats: Power Attack, Sunder
Special: The crystal warrior must undergo a ritual involving 10,000 gp worth of crystal, all of which melds into his body at the end of the ceremony and is gone forever.

CLASS SKILLS

The crystal warrior's class skills (and the key ability for each) are: Alchemy (Int), Climb (Str), Craft (Int), Gather Information (Cha), Intuit Direction (Wis), Listen (Wis), Spot (Wis), and Swim (Str). For more information on these skills, see *Monte Cook's Arcana Unearthed*, Chapter Four.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

Weapon and Armor Proficiency: Crystal warriors are proficient in the use of all simple and martial weapons and all armors and shields.

Spun Crystal (Sp): Starting at 1st level, a crystal warrior can create threads of super-strong crystal from his fingertips. He can weave these threads to lace an existing object with a crystalline lattice that makes it much stronger and more powerful.

Crystal-laced objects gain a +10 bonus to their hardness, although this increase never takes the total hardness over 30. Objects laced with crystal threads triple their normal number of hit points. Armor and shields gain a +1 crystalline bonus to Armor Class when laced with crystal, and weapons gain a +1 crystalline bonus to attack and damage rolls.

Lacing an object requires one day if the object is Medium or smaller, three days if Large, a week if Huge, two weeks if Gargantuan, and five weeks if Colossal. The crystal warrior must make a Craft (crystal) check with the Difficulty Class equal to the DC of creating the item with the Craft skill.

Crystal warriors are not the equal of the legendary crystal weavers, however. Unless a laced crystal item remains in their possession so they can keep it in good shape, the crystal disintegrates in 1d3 days. An Appraise check (DC 15) allows someone to recognize the difference between an item created by a true crystal weaver and a crystal warrior.

Crystal Shield (Sp): At 2nd level and higher, the crystal warrior can take spun crystal and make it into a shield that floats within a few feet of him, protecting him from blows but keeping his hands free. The shield offers a +2 shield bonus to Armor Class and lasts for one hour per class level, at which point it turns to dust. Creating the crystal shield is a full-round action and can be performed only once per day.

Crystal Nature (Su): At 3rd level, the crystal warrior begins to take on a crystalline nature. His skin hardens, giving him a +1 natural armor bonus.

At 6th level, the natural armor bonus increases to +2. At 9th level, it becomes +3.

Shattering Blow (Ex): With his growing knowledge of materials and structure, the 4th-level and higher crystal

THE CRYSTAL WARRIOR

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Spun crystal
2	+2	+3	+1	+0	Crystal shield
3	+3	+3	+1	+1	Crystal nature +1
4	+4	+4	+2	+1	Shattering blow
5	+5	+4	+2	+1	Crystal barrier
6	+6	+5	+3	+2	Crystal nature +2
7	+7	+5	+3	+2	Splinter storm
8	+8	+6	+3	+2	Crystalline encasement
9	+9	+6	+4	+3	Crystal nature +3
10	+10	+7	+4	+3	Crystal body

warrior can ignore the hardness of an object he is striking. To do so, he must succeed at a Concentration check (DC equal to the object's hardness) as a free action. He can attempt only a single shattering blow that round.

Crystal Barrier (Sp): Once per day, starting at 5th level, a crystal warrior can create a wall-like barrier, no larger than 10 feet square and 1 inch thick. (The warrior can shape it, for instance, so that it measures 2 feet by 5 feet, but it always remains 1 inch thick). It is always flat. The crystal wall has a hardness of 30 and 200 hit points. It fuses with materials around it, so that it solidly repairs a breach in an existing wall or stands upright in the middle of a room, resting on the floor. The barrier must touch a solid surface along one full edge. It can seal a corridor or doorway, or cover a pit. It cannot appear in mid-air. The barrier deteriorates on its own, disintegrating after one hour, regardless of what the crystal warrior does.

Splinter Storm (Sp): Once per day, a 7th-level and higher crystal warrior can fling razor-sharp crystal threads from his fingers in a 50-foot cone. Anyone in this area suffers 10d6 points of slashing damage, although they can attempt a Reflex saving throw for half damage (DC 10 + crystal warrior class levels + crystal warrior's Dexterity bonus). The crystal threads turn to dust immediately afterward.

Crystalline Encasement (Sp): Once per day, beginning at 8th level, a crystal warrior can use the crystal threads from his hands to encase a Large or smaller foe in a crystal cocoon, imprisoning it. The victim must be within 25 feet and can make a Reflex saving throw to avoid the threads (DC 10 + crystal warrior class levels + crystal warrior's Dexterity bonus). If the victim fails the save, the crystal wraps around her and imprisons her. Within the prison, she is bound—she can take no actions that are not purely mental. She cannot break free on her own. However, the crystal cocoon renders her immune to all forms of attack, and keeps her alive without need of air, water, food, and so on. The cocoon does not move, even if the victim was flying at the time of her imprisonment (in which case, the cocoon floats in mid-air). The cocoon lasts for 1d3 days, unless the crystal warrior is present to renew it and keep the victim imprisoned. Outside forces can attempt to destroy the cocoon. It has a hardness of 30 and 200 hp.

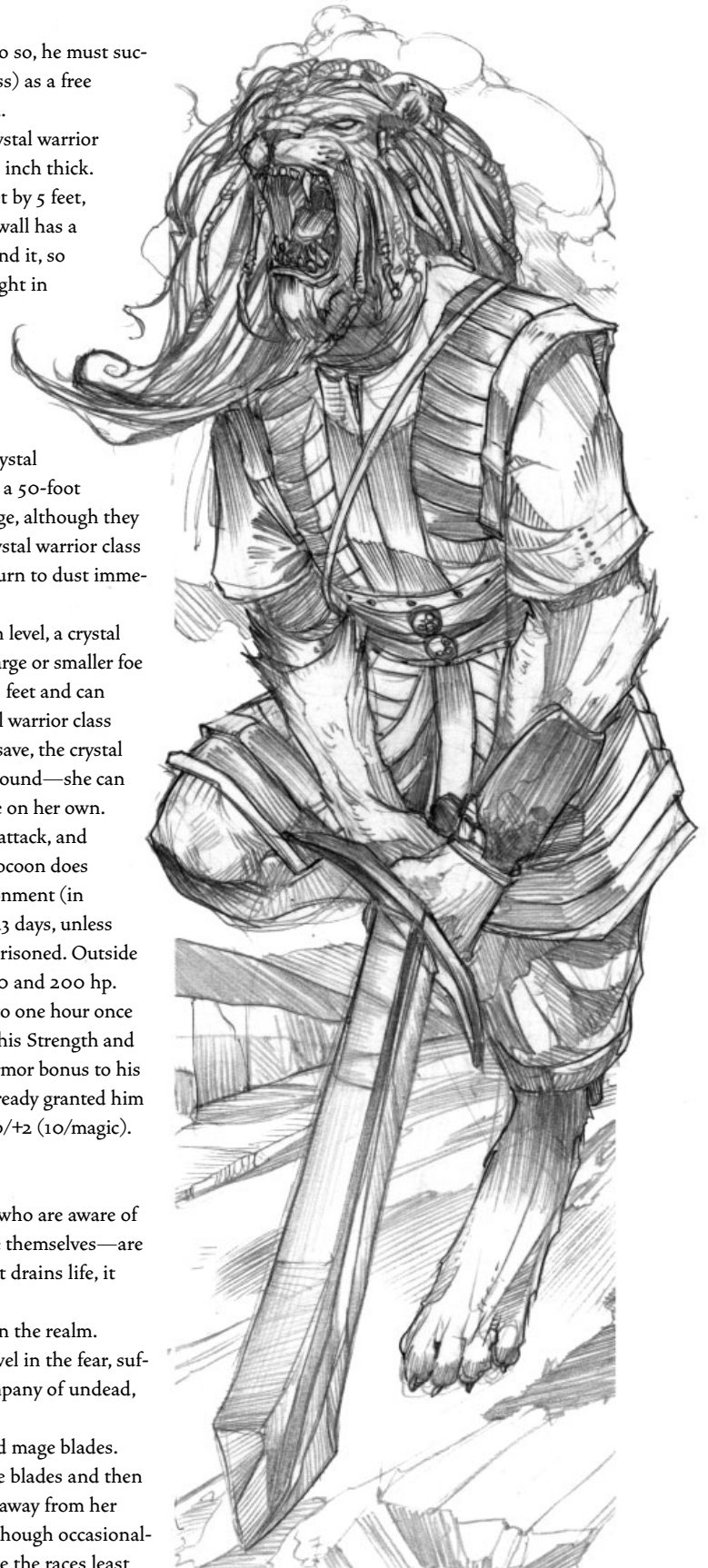
Crystal Body (Sp): The 10th-level crystal warrior can, for up to one hour once per day, lace his own body with crystal threads. Doing so grants his Strength and Constitution a +6 enhancement bonus and adds a +6 natural armor bonus to his Armor Class (a +3 net increase, since his crystal nature ability already granted him +3 natural armor at this point). He gains damage reduction of 10/+2 (10/magic).

DARKBOND

Although it's often spoken of in hushed whispers, most people who are aware of the Green—the force of life energy to which greenbonds devote themselves—are also aware of the Dark. The Dark is the opposite of the Green. It drains life, it destroys souls, and it provides sustenance to the undead.

The darkbond is one of the most feared and dreaded mages in the realm. Darkbonds are usually cruel, sadistic, and cold hearted. They revel in the fear, suffering, and death of others. A darkbond often dwells in the company of undead, even preferring them to the living.

Magisters are likely to become darkbonds, as are dark-hearted mage blades. Champions of death sometimes multiclass as magisters or mage blades and then take up the darkbond path. Very rarely, a greenbond is tempted away from her path to become her opposite. Darkbonds are usually human, although occasionally a faen, sibeccai, or mojh becomes one. Litorians and giants are the races least likely to become darkbonds.



Communities rarely welcome a darkbond. More often, these characters are outcasts and live in the wilderness on the fringe of society—often near isolated graveyards, charnel houses, old battlefields, or other macabre settings. Her undead companions and call of the dark abilities allow a darkbond to animate as many undead as she wishes, letting them loose into the world with little personal danger to herself. For this reason, many communities have laws that sentence a darkbond to immediate death if captured, and even place bounties on their heads.

Darkbonds are rare in the Lands of the Diamond Throne, but when one finds them it is in remote areas. They exhibit particular interest in the old dramojh ruins in the Bitter Peaks, although they also take to the distant wilderness such as the Wildlands of Kish or the Unknown West.

Hit Die: d6

REQUIREMENTS

To qualify to become a darkbond, a character must fulfill all the following criteria.

Knowledge (Magic): 5 ranks
Spellcraft: 5 ranks
Feats: Corrupt Mage, Iron Will
Special: Must be able to cast 3rd-level spells
Special: Must perform a four-hour ceremony involving the sacrifice of a living creature with an Intelligence of at least 3

CLASS SKILLS

The darkbond's class skills (and the key ability for each) are: Bluff (Cha), Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (ceremony) (Int), Knowledge

(magic) (Int), Knowledge (nature) (Int), Listen (Wis), Sneak (Dex), and Spellcraft (Int). For more information on these skills, see *Monte Cook's Arcana Unearthed*, Chapter Four.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

Weapon and Armor Proficiency: Darkbonds are proficient in the use of simple weapons and light armor.

Spells: When a darkbond gains her first level, and at every level after that, she gains new spells per day as if she had also gained a level in the spellcasting class she belonged to before adding the

prestige class. She does not, however, receive any other benefit a character of that class would have gained (bonus feats, class abilities, and so on). This essentially

means that she adds the new darkbond level to the level of her previous spellcasting class, then determines spell slots and spells readied accordingly.

A character who had more than one spellcasting class before becoming a darkbond must decide which class receives the darkbond level.

If a spellcasting character takes a level in a spellcasting prestige class, the levels stack for the purpose of determining caster level. Thus, a 10th-level magister who takes a level of darkbond has a caster level of 11th.

Negative Energy Spells (Su): At 1st level, a darkbond has access to all spells with the negative energy descriptor. If she

From Greenbond to Darkbond
A character tainted, corrupted, or simply seduced away from the call of the Green by the power of the Dark is certainly a sad figure. A greenbond who takes levels in darkbond loses her automatic access to spells with the plant and positive energy descriptors.

THE DARKBOND

Level	Base Attack	Fortitude	Reflex	Will	Special	Spells Per Day
	Bonus	Save	Save	Save		
1	+0	+0	+0	+2	Negative energy spells Infuse with the Dark (1d8 + level)	+1 level of existing class
2	+1	+0	+0	+3	Undead companions	+1 level of existing class
3	+1	+1	+1	+3	Infuse with the Dark (3d8 + level)	+1 level of existing class
4	+2	+1	+1	+4	Call of the Dark	+1 level of existing class
5	+2	+1	+1	+4	Bond with the Dark, infuse with the Dark (5d8 + level)	+1 level of existing class
6	+3	+2	+2	+5	Sight of death	+1 level of existing class
7	+3	+2	+2	+5	Speak with the dead, infuse with the Dark (7d8 + level), call of the Dark (greater)	+1 level of existing class
8	+4	+2	+2	+6	Battle hymn of the Dark	+1 level of existing class
9	+4	+3	+3	+6	Infuse with the Dark (9d8 + level)	+1 level of existing class
10	+5	+3	+3	+7	Speak with the dead (greater) battle hymn of the Dark (greater)	+1 level of existing class

previously had special access to spells with the plant or positive energy descriptors, she loses that access. (She can still cast such spells if she knows them, she just gets no special access to them.)

Infuse With the Dark (Sp): A 1st-level and higher darkbond can call upon negative energy and bestow it upon herself or another creature. With a touch, she can heal an undead creature 1d8 points + her darkbond level a number of times per day equal to her Wisdom bonus; darkbonds with no Wisdom bonus can use this ability once per week. A darkbond also can use infuse with the Dark as a touch attack against living beings, inflicting 1d8 points of damage + her darkbond level.

Beginning at 3rd level, the amount of healing (and damage) increases to 3d8 points + the darkbond's level and continues to increase every two levels thereafter: 5th level: 5d8 points + level, 7th level: 7d8 points + level, 9th level: 9d8 points + level. These changes increase the amount of undead healing/damage inflicted, not the number of uses.

Undead Companions (Su): Starting at 2nd level, undead react to the darkbond as if she were also undead. Thus, if undead guardians are ordered to kill any living creature that tries to get past, they ignore the darkbond. Intelligent, free-willed undead react to the darkbond with ambivalence, unless given a reason to do otherwise. Undead the darkbond created but does not control do not attack immediately (as normal) but instead simply leave the scene forever.

Call of the Dark (Sp): Once per day, the 4th-level and higher darkbond can cast either *greater animate the dead* or *rouse undead spirit* using her class level as her caster level. No special (costly) material components are needed to use this ability. For two hours the undead created serves the caster automatically, as if affected by a *control undead* spell, and then is free.

Starting at 7th level, the darkbond can use her total character level as her caster level.

Bond With the Dark (Su): At 5th level the darkbond becomes immune to all effects with the negative energy descriptor, with one exception: Spells with the negative energy descriptor that inflict damage will heal instead of harm the darkbond. Thus, if a wounded darkbond uses her infuse with the Dark ability on herself for 15 points, she regains 15 hit points.

Sight of Death (Su): A 6th-level and higher darkbond can see the spirits of the dead that are normally invisible, whether they are undead and invisible/incorporeal or simply the spirits of the departed headed toward the afterlife (or lingering before doing so).

Speak With the Dead (Su): The 7th-level and higher darkbond can speak with the spirit of a dead (not undead) creature. Once per day she can ask a spirit a question with a one-word answer. Generally, spirits are found only near places of death—cemeteries, battlefields, haunted houses, and so on. The spirit is not omniscient. It knows all observable facts about its immediate, current surroundings, and can answer any question about such facts with 100 percent accuracy. (“Immediate, current surroundings” means the area around it at the time of questioning, out to about a 500-foot radius.) A spirit has a 75 percent chance + 1 percent per level of the darkbond to know the answer to a question regarding knowledge it had in life. It never knows the answer to a question pertaining to the future or the thoughts of another.

To force the spirit to answer, the darkbond must make an Intimidate check. A failed check might result in no answer, or it might result in a lie



(DM's discretion). The check's Difficulty Class equals 10 + the number of Hit Dice the creature had in life. Further, if the spirit has been dead more than 10 years, add +2 to the Difficulty Class. For spirits dead longer than 100 years, add another +2 to the Difficulty Class. For spirits dead longer than 1,000 years, add another +4 to the Difficulty Class.

At 10th level, a darkbond can ask a question that requires an answer of up to one word per darkbond level or a series of yes/no questions—one per darkbond level.

Battle Hymn of the Dark (Sp): Once per day starting at 8th level, the darkbond can cast *animate undead legion* using her class levels as her caster level. No special (costly) material components are needed to use this ability. For one hour, the undead created serve the caster automatically, as if affected by a *control undead* spell, and then are free.

At 10th level, the darkbond can use her total character level as her caster level.

GIANT PARAGON

The giantish ceremony of Shu-Rin continues beyond the levels shown in *Monte Cook's Arcana Unearthed*. Giants can proceed beyond giant racial levels to become giant paragons, but few do. To do so requires a great many purification rituals and numerous tests of wisdom, stamina, and insight.

Those who progress all the way finally learn the ultimate giantish ceremony: Ghi-Nammor. This ceremony allows the giant to grow to be a Huge creature, over 16 feet tall.

Giant paragons often become giantish leaders, commanding the respect and admiration of all other giants. Most individuals of other races do not understand the significance of the rituals and trials a giant paragon goes through, but they can certainly recognize that the most respected giants are often the largest.

Giant paragons spend most of their time in giantish cities, with their own folk. A few, particularly champions, go off to fight the enemies of giants throughout the realm—usually alone.

Hit Die: d10

REQUIREMENTS

To qualify to become a giant paragon, a character must fulfill all the following criteria.

Race: Giant
Diplomacy: 5 ranks
Sense Motive: 5 ranks
Craft (Any): 5 ranks
Knowledge (Ceremony): 8 ranks
Feats: Chi-Julud, Stomp
Special: Must be size Large
Special: Each level gain, including 1st level, requires 1d4+1 weeks of study, rituals, and tests.

CLASS SKILLS

The giant paragon's class skills (and the key ability for each) are: Climb (Str), Craft (Int), Diplomacy (Cha), Jump (Str), Knowledge (ceremony) (Int), Intimidate (Cha), Perform (ballad) (Cha), Perform (storytelling) (Cha), and Sense Motive (Wis). For more information on these skills, see *Monte Cook's Arcana Unearthed*, Chapter Four.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

Weapon and Armor Proficiency: Giant paragons are proficient in the use of all simple weapons and light armors and shields.

Height Increase (Ex): At 1st level, a giant paragon grows to a height of approximately 10 feet. At 3rd level, the giant grows to between 12 and 13 feet tall. At 5th level, the character becomes 14 to 15 feet tall.

Giantish Skills (Ex): At 1st level, the giant gains a +2 competence bonus to Craft, Diplomacy, and Sense Motive checks.

Strength Increase (Ex): At 2nd level, the giant paragon's Strength score gains a +2 inherent bonus. At 5th level, the character gains an additional +2 inherent bonus to Strength.

Wisdom Increase (Ex): At 3rd level, the giant paragon's Wisdom score gains a +2 inherent bonus.

Constitution Increase (Ex): At 4th level, the giant paragon's Constitution score gains a +2 inherent bonus.

Ghi-Nammor (Ex): A giant paragon who reaches 5th level learns the rite of Ghi-Nammor. Upon reaching 17th character level, the giant may—if desired—perform this rite and grow another 2 to 3 feet, thus becoming size Huge. No ability score modifications arise as a result of the growth, and the giant suffers a further –1 size penalty to Armor Class and attack rolls. The character gains a 15-foot reach, however, and has a base speed of 40 feet.

THE GIANT PARAGON

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+2	+0	+0	Height increase, giantish skills
2	+1	+3	+0	+1	Strength increase
3	+2	+3	+1	+1	Height increase, Wisdom increase
4	+3	+4	+1	+2	Constitution increase
5	+3	+4	+1	+2	Height increase, Strength increase, Ghi-Nammor

MAGE PRIEST

There are powers in the multiverse beyond the ken of most mortals. Of course, religion recognizes this fact, and the faithful pay homage to certain gods and beings of great power. A few take that idea a step farther, into the realm of mysticism, where they call upon the powers of gods to fuel their own magical abilities. These rare individuals make pacts and deals with various planar powers, swearing oaths that would make lesser folk shudder.

Mage priests are not friendly celebrants who counsel congregations on moral issues and instruct the young on the ways and myths of the gods. These are individuals who revere gods and powers because doing so gains them greater might. They invoke the names of high-placed spirits and mystical entities while performing long-forgotten rites. Mage priests place great value in the truenames of powerful otherplanar beings, poring over ancient tomes for clues to the secrets of such power. They go on quests—or get others to undertake them—to recover ancient relics and exotic ingredients needed for bizarre rituals.

Magisters, runethanes, and witches become mage priests. More rarely, greenbonds and mage blades learn the craft. Individuals of almost every race become mage priests, particularly humans, verrik, and mojh.

Mage priests often gather in groups to perform ceremonies together. Just as often, however, a mage priest becomes a hermit, living only for magic and conversing only with eldritch spirits. As students of lost lore, they collect books in vast libraries and covet ancient artifacts. They seek places of power and sites where one can more easily contact gods and spirits.

Some mage priests entreat demons and other terrible spirits, gods, and creatures. However, others restrict their dealings to angels and gods of light and life. Most simply do not care—they make pacts with either or both.

Mage priests are more common in Fallanor and the Far South than in the Lands of the Diamond Throne. However, a few certainly can be found in every major city and even in remote areas, manning isolated shrines and hidden temples where they commune with higher planes in incense-choked sanctums.

Hit Die: d6

REQUIREMENTS

To qualify to become a mage priest, a character must fulfill all the following criteria.

Knowledge (Ceremony): 2 ranks
Knowledge (Cosmology): 8 ranks
Knowledge (Magic): 5 ranks
Knowledge (Religion): 2 ranks
Feats: Priest
Special: Must be able to cast spells

CLASS SKILLS

The mage priest's class skills (and the key ability for each) are: Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha). For more information on these skills, see *Monte Cook's Arcana Unearthed*, Chapter Four.

Skill Points at Each Level: 2 + Intelligence modifier

CLASS FEATURES

Weapon and Armor Proficiency: Mage priests are proficient in the use of no weapons or armor.

Spells: When a mage priest gains his first level, and at every level after that, he gains new spells per day as if he had also gained a level in the spellcasting class he belonged to before adding the prestige class. He does not, however, receive any other benefit a character of that class would have gained (bonus feats, class abilities, and so on). This essentially means that the character adds the new mage priest level to the level of his previous spellcasting class, then determines spell slots and spells readied accordingly.

If a character had more than one spellcasting class before becoming a mage priest, he must decide which class receives the mage priest level.

If a spellcasting character takes a level in a spellcasting prestige class, the levels stack for the purpose of determining caster level. Thus, a 10th-level magister who takes a level of mage priest has a caster level of 11th.

THE MAGE PRIEST

Level	Base Attack	Fortitude	Reflex	Will	Special	Spells Per Day
	Bonus	Save	Save	Save		
1	+0	+0	+0	+2	Minor pact	+1 level of existing class
2	+1	+0	+0	+3	Name of power	+1 level of existing class
3	+1	+1	+1	+3	Eldritch spirits	+1 level of existing class
4	+2	+1	+1	+4	Lesser pact	+1 level of existing class
5	+2	+1	+1	+4	Name of power	+1 level of existing class
6	+3	+2	+2	+5	Ceremony	+1 level of existing class
7	+3	+2	+2	+5	Greater pact	+1 level of existing class
8	+4	+2	+2	+6	Name of power	+1 level of existing class
9	+4	+3	+3	+6	Eldritch spiritsight	+1 level of existing class
10	+5	+3	+3	+7	Bond with entity	+1 level of existing class

Minor Pact (Su): At 1st level, a mage priest makes a pact with a minor otherplanar agency. This pact allows him to call on the entity in question as a free action. Each time he invokes the pact in this fashion, the mage priest grants the being a bit of his life force in the form of 1d4 hit points or 1 point of temporary Strength damage (mage priest's choice). Invocations made in conjunction with a spell confer a verbal component upon the spell. Invoking the pact grants the mage priest one of the following powers:

- Double the range of a single ranged spell cast the same round.
- Cast a spell without a somatic component in the same round.
- Proficiency with a weapon for 1 round per mage priest level.
- +1 deflection bonus to Armor Class for 1 round per mage priest level.

Name of Power (Ex): At 2nd, 5th, and 8th levels, the mage priest learns the truename of one outsider or other powerful entity. The DM should determine the details (with the player, if the mage priest is a PC), although the entity in question should have no more than twice the mage priest's Hit Dice. Obviously, trucking in such potent commodities as truenames, the mage priest should be wary—even miserly—in how he uses them, or he may make enemies far too great for him to deal with.

Eldritch Spirits (Su): The 3rd-level mage priest gains access to the eldritch spell template. Each time he uses it to modify a spell, the mage priest must call upon the name of an eldritch spirit that he knows; the spirit then grants him the boost in power.

Lesser Pact (Su): At 4th level, a mage priest makes a pact with a lesser otherplanar agency. This pact allows him to call on the entity in question as a free action. Each time he invokes the pact in this fashion, the mage priest grants the being a bit of his life force: 1d8 hit points or 2 points of temporary Strength damage (mage priest's choice). Invocations made in conjunction with a spell confer a verbal component upon the spell. Invoking the pact grants the mage priest one of the following powers:

- Double the duration of a single noninstantaneous spell cast the same round.
- Double the area of a single area spell cast the same round.
 - +5 attack bonus with a single attack roll made the same round.
 - +3 bonus to a check to overcome a creature's spell resistance.
 - +2 bonus to any other caster power or caster level check.

Ceremony (Su): At 6th level, the mage priest gains a bonus ceremony feat of his choosing. He may select any ceremony feat, if he meets the prerequisites. However, unlike the bonus feats other classes gain, the mage priest must participate in the ceremony and pay its cost as normal.

Greater Pact (Su): At 7th level, a mage priest makes a pact with a greater otherplanar agency. This pact allows him to call on the entity in question as a free action. Each time he invokes the pact in this fashion, the mage priest grants the being a bit of his life force: 2d6 hit points or 3 points of temporary Strength damage (mage priest's choice). Invocations made in conjunction with a spell confer a verbal component upon the spell. Invoking the pact grants the mage priest one of the following powers:

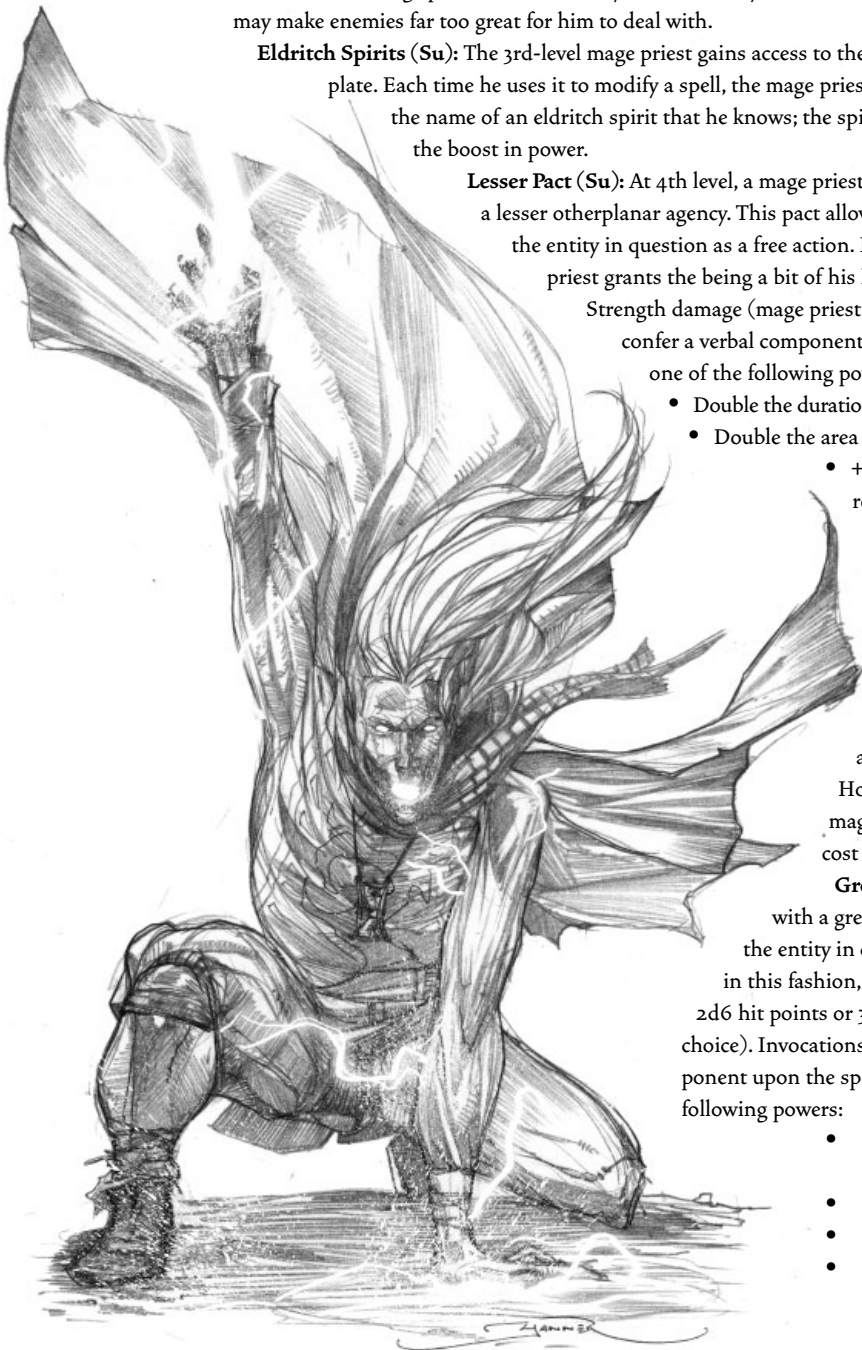
- Cast a spell without using a spell slot (usable only once per day).
- Cast a spell available to the mage priest but not readied.
- Cast a spell as a free action (usable only once per day).
- +4 bonus to any caster power or caster level check.

Otherplanar Entities and Eldritch Spirits

The specific beings that a mage priest contacts fall within the purview of the DM. (See pages 39 and 92 for information on outsiders in the Diamond Throne setting.) They need not actually be creatures that come into play. Rather, they are mystical beings that provide both power and flavor.

A player running a mage priest should know the specific names of the entities he has called upon. Player characters should call upon these names in play: "By the host of Goramoth!" or "In Vistul's unhallowed name!"

Eldritch spirits are like the nature spirits a greenbond communicates with, except they are not at all natural. Instead, they are outsiders who inhabit the world only incorporeally. These extremely alien creatures work with mortals like mage priests as strange magical symbionts.



Eldritch Spiritsight (Su): At 9th level and higher, the mage priest can see incorporeal and invisible beings and objects at all times. (See the sidebar on the previous page for more on these entities.)

Bond With Entity (Su): A 10th-level mage priest bonds with an otherplanar entity so that, if they encounter each other physically, the entity will not harm the mage priest and vice versa. If both are present physically, the mage priest must obey a single command from the entity (like a *suggestion* spell with no saving throw or chance to resist). In return, the mage priest can give a like command to the entity, as long as it does not contradict or countermand the entity's command (the mage priest cannot command it to not give him a command, nor can he use his own command to try to undo or get out of the obligation of fulfilling the entity's command). If they remain in proximity to one another, each of them can issue such a command once each day. The entity's command always comes first, and the mage priest must return to the entity to issue his command, if the entity's command required him to leave its presence.

Alternatively, the mage priest can use the bond with the entity—assuming they are both on the same plane and within one mile of each other—to refresh himself once per day by “drinking of the entity's power.” This is a free action. The mage priest heals hit points equal to double his character level and regains 2d6 + 2 levels worth of spell slots, which he can use as he will.

For example, Terreth the mage priest dwells within the Temple of Korogoth, and Korogoth himself (an amorphous demonic being of great power) lives within a deep pit at the bottom of the dungeons below the temple. Thanks to their bond, once each day Korogoth issues a command to Terreth to bring him food—a human. Each day Terreth can give Korogoth a command as well: “Slay all intruders who come uninvited to the temple” is one he uses often. When he thinks he may need to drink of Korogoth's power in a dangerous encounter that day, he does not issue a command. If Korogoth normally dwelt on another plane and only came to Terreth occasionally through a gate or a summoning spell (perhaps cast by Terreth), each would get a quick opportunity to command the other before the demon returned to his plane.

OLLAMH LOREKEEPER

The ollamh lorekeeper is a faen teacher, an advisor, a poet, a historian, a singer, and a judge. In many ways, she is the most important figure in any faen community. In ancient days, only loresong faen were ollamh lorekeepers—in fact, this profession is where the loresong name comes from. Today, loresongs, quicklings, and even sprytes can learn the extensive skills needed to fill the role.

Ollamh lorekeepers know the genealogies of all the families in a community and recite them at important holidays, weddings, and so on. They also are storytellers, recounting tales based on myth, legend, or past or recent events. They memorize vast amounts of sacred lore, incantations and prayers, and mythology in verse. They also create new poems and songs to commemorate important events such as battles and such occasions as weddings or funerals. As holders of vast historical knowledge and masters of wisdom and insight, they advise leaders on their duties, decisions, and even etiquette.

Faen akashics often become ollamh lorekeepers. So do faen mage blades, unfettered, and even the occasional oathsworn.

Ollamh lorekeepers use a secret writing called ogham, which is simply a written language, not a spoken one. They don't use it to write down their lore, rather to record incantations, warnings, or challenges. Ogham is written in stone and on wooden rods.

Hit Die: d8

REQUIREMENTS

To qualify to become an ollamh lorekeeper, a character must fulfill all the following criteria.

Race: Faen (any type). Nonfaen could learn these skills, but it is very unlikely anyone would teach them.
Knowledge (History): 8 ranks
Knowledge (Magic): 3 ranks
Perform (Storytelling): 5 ranks
Feats: Skill Application (Diplomacy and Bluff)

THE OLLAMH LOREKEEPER

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+0	+2	Status, lore, mesmerize
2	+1	+0	+1	+3	Wordplay, augury
3	+2	+1	+1	+3	Silver tongue, confusion
4	+3	+1	+2	+4	Charm
5	+3	+1	+2	+4	Mocking curse
6	+4	+2	+3	+5	Luck of the gods
7	+5	+2	+3	+5	Mastery of the written word
8	+6	+2	+3	+6	Epitome of the race
9	+6	+3	+4	+6	Song of battle
10	+7	+3	+4	+7	Epitome of the race (+2 to Dexterity)

LORE CHECK RESULTS

DC	Type of Knowledge	Example
10	Common knowledge, known by at least a substantial minority of the local population.	A local leader's reputation for drinking. Common legends about a place of power.
20	Uncommon but available knowledge, known by only a few people in the area.	A local bartender's shady past. Legends about a powerful magic item.
25	Obscure knowledge, known by few, hard to come by.	A knight's family history. Legends about a minor place of mystery or magic item.
30	Extremely obscure knowledge, known by very few, possibly forgotten by most who once knew it, maybe remembered only by those who don't understand the significance of the knowledge.	A powerful creature's truename. The history of a petty magic item.

CLASS SKILLS

The ollamh lorekeeper's class skills (and the key ability for each) are: Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (any) (Int), Perform (Cha), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha). For more information on these skills, see *Monte Cook's Arcana Unearthed*, Chapter Four.

Skill Points at Each Level: 6 + Intelligence modifier

CLASS FEATURES

Weapon and Armor Proficiency: Ollamh lorekeepers are proficient in the use of no weapons or armor.

Status (Ex): All ollamh lorekeepers gain a +2 circumstance bonus to Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made involving other faen.

Lore (Ex): Starting at 1st level, an ollamh lorekeeper can use her knowledge to help her come up with information on virtually any topic. The ollamh lorekeeper may make a special lore check with a bonus equal to her class level + her Intelligence modifier to see whether she knows some relevant information about local notable people, legendary items, or noteworthy places. This check does not reveal the powers of a magic item but may hint at its general function. The ollamh lorekeeper may not take 10 or take 20 on this check, nor can she retry regarding the same topic; this sort of knowledge is essentially random.

Mesmerize (Sp): The 1st-level and higher ollamh lorekeeper's words and melodious voice cause one or two creatures within 30 feet to stop and stare blankly at her, mesmerized, for 2d4 rounds unless they make a Will saving throw (DC 10 + ollamh lorekeeper's class level + her Charisma bonus). The ollamh lorekeeper can use their rapt attention to make her suggestions and requests seem more plausible. Only creatures that can see her are affected. They do not need to understand her language to be mesmerized.

If the lorekeeper uses this ability in combat, the targets gain a +2 bonus to their saving throws. If the mesmerizing affects only a single creature not in combat at the time, the saving throw has a penalty of -2. While mesmerized, a creature suffers a -4 penalty to Spot and Listen checks. Any potential threat allows the creature a second saving throw. Any obvious threat automatically breaks the effect, as does

shaking or slapping the creature. A mesmerized creature's ally may shake it free of the effect as a standard action.

While the subject is mesmerized, the ollamh lorekeeper can make a suggestion or request (provided she can communicate with it), which the subject will carry out to the best of his ability. The suggestion must be brief and reasonable—a subject will not harm himself or his friends. The suggested course of activity can continue for up to one hour. If the subject can complete the suggested activity in less time, the effect ends when he finishes what she asked him to do. The ollamh lorekeeper can instead specify conditions that will trigger a special activity during the duration. If the condition does not occur before the spell expires, the mesmerized creature does not perform the activity.

A very reasonable suggestion causes the mesmerized creature to attempt the save with a penalty (such as -1, -2, etc.), at the DM's discretion. Even once the effect ends, the creature reacts to the ollamh lorekeeper as though he were two categories friendlier than his actual attitude.

A creature that fails its saving throw does not remember that the ollamh lorekeeper mesmerized it.

The ollamh lorekeeper can use this ability once per day.

Wordplay (Ex): So skilled with words is the 2nd-level and higher ollamh lorekeeper that she can confuse and stun those around her. A number of times per day equal to her Charisma modifier (if positive) she can force one intelligent subject within 20 feet of her who can hear her voice to make a Will saving throw (DC 10 + ollamh lorekeeper's class level + her Charisma bonus). A subject who fails the save is stunned for 1d2 rounds, held utterly speechless. Characters with Charisma modifiers of 0 or less cannot use this ability. Using wordplay is language dependent and a standard action.

Augury (Sp): Ollamh lorekeepers learn how to predict the future. A number of times per week equal to her Wisdom modifier (if positive), the 2nd-level and higher ollamh lorekeeper can cast *foretell future*. If she has a Wisdom modifier of 0 or less, she can use the augury ability only once per month. She can never use the ability more than once per day.

Silver Tongue (Su): At 3rd level and beyond, the charm and wit of ollamh lorekeepers becomes supernatural. They gain a +2 competence bonus on all Bluff, Diplomacy, Gather Information, Handle Animal, Intimidate, and Perform checks.

Confusion (Ex): In a battle, the 3rd-level and higher ollamh lorekeeper runs about sowing confusion and mayhem. If an ollamh lorekeeper takes a double move action, moving at full speed but never straying more than 20 feet from a foe during that round, she can force a foe to make a Will saving throw (DC 10 + ollamh lorekeeper's class levels + her Charisma bonus) and another (or the same target) to make a Reflex saving throw with the same DC. A subject who fails the Will save is dazed for 1d3 + 1 rounds, unable to take actions except to defend himself. If a subject fails the Reflex save, he is spun about and falls prone. Subjects must have been within 10 feet of the ollamh lorekeeper at some point during her move actions.

Charm (Sp): At 4th level and beyond, the ollamh lorekeeper can use a heightened version of *charm* or *directed charm* a number of times per day equal to her Charisma modifier (if positive). Those whose Charisma modifiers are 0 or less can use this ability once per week.

Mocking Curse (Su): With more supernatural effects building within the ollamh lorekeeper's voice and words, at 5th level and higher she can curse someone once per day simply by mocking him. This is a full-round action. Once the ollamh lorekeeper mocks the subject, she can immediately (this same round) cast any single-target spell of 5th level or lower with the curse descriptor on the subject.

Luck of the Gods (Su): Blessed by the multitude of faen gods and her own strong belief in them, the 6th-level and higher ollamh lorekeeper gains a +2 luck bonus to all saving throws. She also gains a +2 luck bonus to a number of attack and damage rolls equal to her Charisma bonus each day (the choice to use the bonus is a free action made before the attack or damage roll). If the ollamh lorekeeper has no Charisma bonus, she may use this secondary ability once per week.

Mastery of the Written Word (Su): Starting at 7th level, the ollamh lorekeeper gains a +10 competence bonus to all Decipher Script checks. She can read magical writing as if she had a *read magic* spell active, and she always succeeds at Use Magic Device checks (even if she has no ranks in the skill) when attempting to use scrolls.

Epitome of the Race (Su): An 8th-level and higher ollamh lorekeeper exemplifies everything it means to be faen. A loresong faen character can pick any spell—even an exotic one—of 3rd level or lower to cast as a spell-like ability once per day using her character level as the caster level and Charisma as the spellcasting key ability. A quickling faen adds +10 to her ground speed. A spryte gains a bonus of +10 to her flying speed.

At 10th level, the character gains a +2 inherent bonus to Dexterity, no matter what type of faen she is.

Song of Battle (Sp): Once per day, the 9th-level and higher ollamh lorekeeper can sing an ancient faen song that calls the spirit of war down upon her, as if she had cast the spell *spirit of war* using her character level as her caster level.

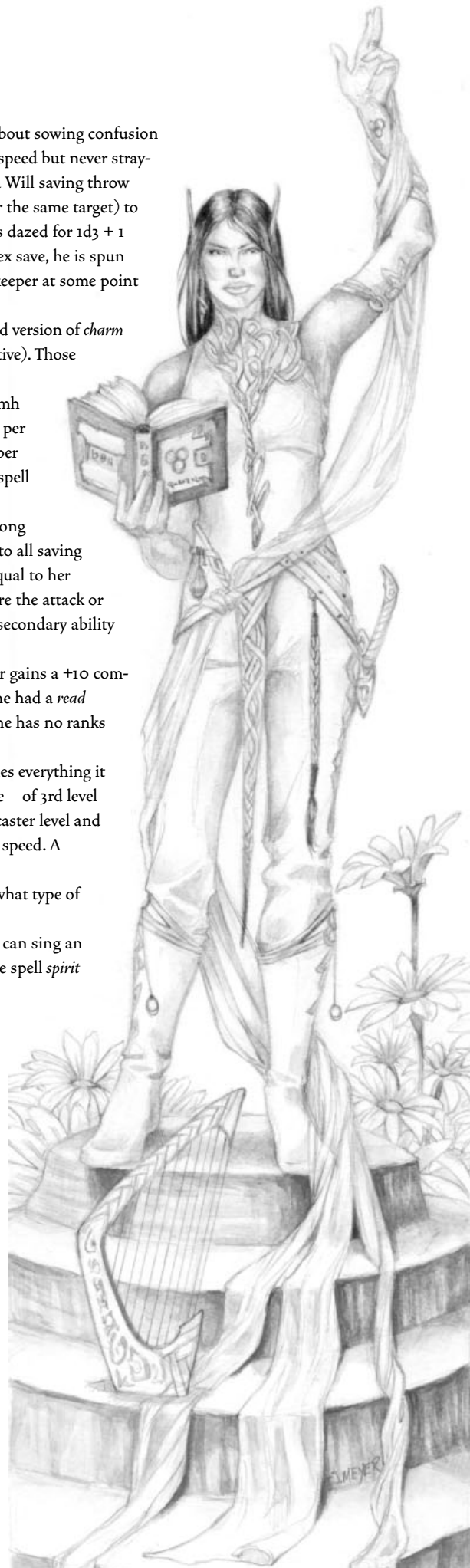
RUNE LORD

No one can deny the power of mystical runes in the Lands of the Diamond Throne. The land itself seems to express its power through runes and in the form of its runechildren defenders. Rune lords are those already skilled in or gifted with runes who set out to become true masters of this manifestation of magic. Rune lords who are also runechildren keep their sense of responsibility—rune lords who are also runethanes usually have no such compunctions, however, so a rune lord's outlook is unpredictable.

Rune lords always adorn their equipment and clothing with magical runes. Even their own flesh is covered in tattoos and symbols. Some rune lords even sport runes on their teeth. They express themselves visually much better than vocally. Most rune lords are better at writing than at speaking. All rune lords are either runethanes or runechildren (or both). Mojh are the most common characters with this prestige class.

Rune lords usually do not work with others of their kind, instead operating alone or in a group of non-rune lords. They usually establish themselves in a single place and dwell in their own magical abode.

Hit Die: d6 (If the rune lord does not cast spells, this changes to d8.)



REQUIREMENTS

To qualify to become a rune lord, a character must fulfill all the following criteria.

Knowledge (Runes): 10 ranks
Craft (Drawing or Calligraphy): 3 ranks
Feats: Tattooed Spell
Special: Must be able to create advanced runes or be a runechild

CLASS SKILLS

The rune lord's class skills (and the key ability for each) are: Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Forgery (Int), Knowledge (all skills, taken individually) (Int), Open Lock (Dex), Spellcraft (Int), and Spot (Wis). For more information on these skills, see *Monte Cook's Arcana Unearthed*, Chapter Four.

Skill Points at Each Level: 4 + Intelligence modifier

CLASS FEATURES

Weapon and Armor Proficiency: Rune lords are proficient in the use of simple weapons and light armor.

Spells: When rune lords gain their first level, and at every level after that, they gain new spells per day as if they had also gained a level in the spellcasting class they belonged to before adding the prestige class. They do not, however, receive any other benefit a character of that class would have gained (bonus feats, class abilities, and so on). This essentially means that the character adds the new rune lord level to the level of the previous spellcasting class, then determines spell slots and spells readied accordingly.

If a character had more than one spellcasting class before becoming a rune lord, the player must decide which class receives the rune lord level.

If a spellcasting character takes a level in a spellcasting prestige class, the levels stack for the purpose of determining

caster level. Thus, a 10th-level runethane who takes a level of rune lord has a caster level of 11th.

Rune Capacity (Su): Rune lord levels stack with runethane levels to determine how many runes one can have in existence at once. Rune lords who are not runethanes gain nothing from this ability.

Personal Mark (Sp): A 1st-level and higher rune lord can create a permanent magical symbol of glowing light up to once a day per rune lord level. This symbol represents the rune lord, and anyone touching the personal mark knows the rune lord's name (but not truename). Personal marks cannot be faked, although they can be dispelled.

Additional Rune (Su): At 2nd, 4th, 6th, and 9th level, the rune lord gains an additional power. A rune lord who is a runethane learns a new rune of any accessible type (lesser, advanced, and so on). Characters who cannot learn greater runes can, at 6th level, choose a greater rune if desired. At 9th level, those who cannot learn runes of power can choose a rune of power as their additional rune.

At these same levels, rune lords who are also runechildren gain either a permanent +3 inherent bonus to one skill, a general feat as a bonus feat, or a +1 inherent bonus to an ability score. The rune lord chooses which of these three powers to gain, but cannot choose the same power twice until he or she has chosen all three. So a rune lord who decides to add a +1 bonus to Strength at 2nd level must choose either a +3 skill bonus or a general feat at 4th level. This new power manifests itself as a new rune somewhere on the rune lord's body.

Rune lords who are both runethanes and runechildren can choose either benefit but not both.

Immunity to Runes (Su): A 3rd-level or higher rune lord who makes a successful Knowledge (runes) check to identify a touch-trigger rune can touch the rune without triggering it, if desired.

Spell Rune (Sp): The 5th-level rune lord and beyond gains the ability to create a special rune, not unlike a runethane's ultimate rune (but much less powerful). It takes one minute to create a spell rune. This touch-trigger rune, once triggered, can

THE RUNE LORD

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells Per Day
1	+0	+0	+0	+2	Rune capacity, personal mark	+1 level of existing class
2	+1	+1	+0	+3	Additional rune	+1 level of existing class
3	+1	+1	+1	+3	Immunity to runes	+1 level of existing class
4	+2	+2	+1	+4	Additional rune	+1 level of existing class
5	+2	+2	+1	+4	Spell rune	+1 level of existing class
6	+3	+3	+2	+5	Additional rune	+1 level of existing class
7	+3	+3	+2	+5	Permanent enruning	+1 level of existing class
8	+4	+3	+2	+6	Personal sigil	+1 level of existing class
9	+4	+4	+3	+6	Additional rune	+1 level of existing class
10	+5	+4	+3	+7	Rewrite rune	+1 level of existing class

replicate the effects of any simple spell of 4th level or below, with the same duration, area, range, and so forth. The rune lord can have only one spell rune in existence at a time, but it does not count against his runethane rune capacity. The rune lord cannot create more than one spell rune per rune lord level in a given day, and never more than one per hour. The spell rune cannot be invested, but it can be inscribed and carry a password (see the “Runethane” class description in Chapter Three of *Monte Cook's Arcana Unearthed*).

Permanent Enruning (Sp): Starting at 7th level, a rune lord can create a permanent magic item by etching a rune into the surface of the item. The item must be a constant item or magical arms or armor. The rune lord need not meet the prerequisites to create the item, or even know the proper feats, but must pay in both gold pieces and experience points as though making the item normally. Further, engraving the item with mystical runes requires additional time, so it takes the rune lord twice as long as normal to create a magic item. The rune lord must have an item of at least masterwork quality to enrune.

Personal Sigil (Sp): An 8th-level or higher rune lord can place a rune upon an item and gain a special connection to that item. The rune is permanent, and henceforth the rune lord always knows the item's location and the name and race of any creature currently touching it (the creature can attempt a Will saving throw, DC 10 + rune lord's class level + rune lord's Charisma modifier to resist). The rune lord can have as many personal sigils in effect as he has class levels. Placing a personal sigil is a full-round action.

Rewrite Rune (Sp): At 10th level, the rune lord can change any touched rune into another rune of a similar type and power. For example, the character could transform a lesser rune created by a runethane into any other lesser rune. The rune lord could alter a runechild's personal rune, changing that character's rune powers to any others of equivalent level. Or the rune lord could change the function of a magical item created by permanent enruning to that of any other item (of the same type) with the same value or less.

To succeed at rewriting a rune, the rune lord must make a level check (d20 + rune lord class level) with a DC of either 10 + the rune creator's level (or the runechild's), or 25, whichever is higher. The action takes 3 rounds. One can choose to accept the rewriting voluntarily.

SOMNAMANCER

In the Lands of the Diamond Throne, everyone knows that dreams have a mystical component. Dreams bring signs and portents. They can be sendings from beyond. In the Diamond Throne setting, dreams have started wars, forged alliances, and changed the course of history. Or to put it another way, people following only information gained in a dream have accomplished these things. Are dreams truly prophetic or instructional? Perhaps no one knows for sure, but a somnamancer will tell you they are—either because she has experienced prophetic or divinatory dreams, or because she dupes others into thinking that they have.

A somnamancer is part dream mage, part magical spy, part con artist. Somnamancers use magic to control the sleep and dreams of others, but they are also experts at subterfuge, invasion, and guile. Sometimes somnamancers are called “dream casters” or “the thieves of dreams.”

Masters of both stealth and magic, somnamancers can slip undetected into the bedchambers of sleeping subjects and look into—even change—their dreams. Not every somnamancer is also a thief, but most are. Some use their powers to steal information, while others steal the old-fashioned way, once their victims are fast asleep and they have plucked the combination to the magically locked chest from their dreaming minds.

Magisters, runethanes, witches, and mage blades are well suited to becoming somnamancers, as is the occasional greenbond (although they are usually



far more interested in the world at large than a single person's dreams). Humans, faen, verrik, and sibeccai are likely races for a somnamancer.

Somnamancers sometimes work as information brokers. They often come across as extremely mysterious folk with a faraway, dreamy look in their eyes. They do seem to focus on two worlds at once, and they speak of the "dream world" as a place one can actually visit.

Hit Die: d6

REQUIREMENTS

To qualify to become a somnamancer, a character must fulfill all the following criteria.

Base Will Save Bonus: +5
Knowledge (Magic): 8 ranks
Sneak: 2 ranks
Feats: Slippery Mind
Special: Must be able to cast spells

CLASS SKILLS

The somnamancer's class skills (and the key ability for each) are: Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Knowledge (magic) (Int), Open Lock (Dex), Sense Motive (Wis), Sneak (Dex), Spellcraft (Int), and Use Magic Device (Cha). For more information on these skills, see *Monte Cook's Arcana Unearthed*, Chapter Four.

Skill Points at Each Level: 6 + Intelligence modifier

CLASS FEATURES

Weapon and Armor Proficiency: Somnamancers are proficient in the use of simple weapons and light armor.

Spells: When a somnamancer gains her first level, and at every other level after that (plus 10th level), she gains new spells per day as if she had also gained a level in the spellcasting class she belonged to before adding the prestige class. She does not, however, receive any other benefit a character of that class would have gained (bonus feats, class

abilities, and so on). This essentially means that she adds the new somnamancer level to the level of her previous spellcasting class, then determines spell slots and spells readied accordingly.

If a character had more than one spellcasting class before becoming a somnamancer, she must decide which class receives the somnamancer level.

If a spellcasting character takes a level in a spellcasting prestige class, the levels stack for the purpose of determining caster level. Thus, a 10th-level magister who takes a level of somnamancer has a caster level of 11th.

Induce Sleep (Sp): At 1st level, a somnamancer can put a creature to sleep with a touch attack. The creature cannot have more than 2 HD

per somnamancer class level, and it gets a Will saving throw (DC 10 + somnamancer's class level + her Charisma bonus).

The creature sleeps for a minimum of 1d6 + 4 rounds if left undisturbed, even with loud noises and harsh conditions. In restful conditions, the creature continues sleeping for 3d6 + 2 more minutes. If the sleeper was already

naturally tired, it remains asleep for as long as it normally would sleep. Another creature can awaken the sleeper during the initial rounds of sleep by taking a full-round action and inflicting 1 point of damage upon the sleeper. After those initial rounds, one can wake the sleeper normally. The somnamancer can perform this action a number of times per day equal to her Charisma bonus; those with no bonus can use

Dreams

A belief that dreams are more than just the imaginings of the unconscious mind pervades every race and culture, but how much people take it to heart varies from individual to individual.

Giants consider dreams extremely private. A somnamancer caught by a giant while invading someone's dreams would be put on trial for thievery just as surely as if she had stolen a purse of gold. Litorians and faen take their dreams very seriously, while sibeccai and verrik usually pay them little heed.

DMs wishing to have PCs learn things through their dreams or give them prophetic and disturbing dreams should feel free to do so in the Diamond Throne setting. It's completely appropriate.

Oathsworn who eschew sleep are not immune to magically induced sleep and are vulnerable to dream magic when magically asleep.

THE SOMNAMANCER

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells Per Day
1	+0	+0	+0	+2	Induce sleep, <i>subtle steps</i>	+1 level of existing class
2	+1	+1	+0	+3	Dream tracking	—
3	+2	+1	+1	+3	Dream spy, <i>silent sheath</i>	+1 level of existing class
4	+3	+2	+1	+4	Control dream, summon dream hunter	—
5	+3	+2	+1	+4	Sense dreamer	+1 level of existing class
6	+4	+3	+2	+5	Steal dreams	—
7	+5	+3	+2	+5	Divinatory dream	+1 level of existing class
8	+6	+3	+2	+6	Mass induce sleep, summon dream hunter (pack)	—
9	+6	+4	+3	+6	Dream travel	+1 level of existing class
10	+7	+4	+3	+7	Dream master	+1 level of existing class

this ability once per week. A somnamancer can put herself to sleep automatically, as many times per day as she desires, with no uses of the ability expended.

Subtle Steps (Sp): Starting at 1st level, the somnamancer can cast *subtle steps* upon herself three times per day.

Dream Tracking (Sp): Not unlike the ability used by dream hunters (see page 80), a 2nd-level and higher somnamancer can use a person's dreams to find him. If the somnamancer knows a character's name or has an item that was in the character's possession for at least an hour, she can attempt to discern that character's location anywhere in the world. The only limitations are that the character must be asleep when the somnamancer makes the attempt, and the character must fail a Will saving throw (DC 10 + somnamancer's class level + her Charisma bonus).

If the somnamancer knows a character's truename, no saving throw is allowed. Effects that block divinations also block this divinatory ability.

Dream Spy (Sp): Starting at 3rd level, the somnamancer can look into the dreams of any sleeping creature within 5 feet and see what it is dreaming about. This ability is a standard action that can be used at will.

Silent Sheath (Sp): The 3rd-level and higher somnamancer can cast *silent sheath* upon herself once per day + once per five class levels (once at 3rd level, twice at 5th level, and three times per day at 10th level).

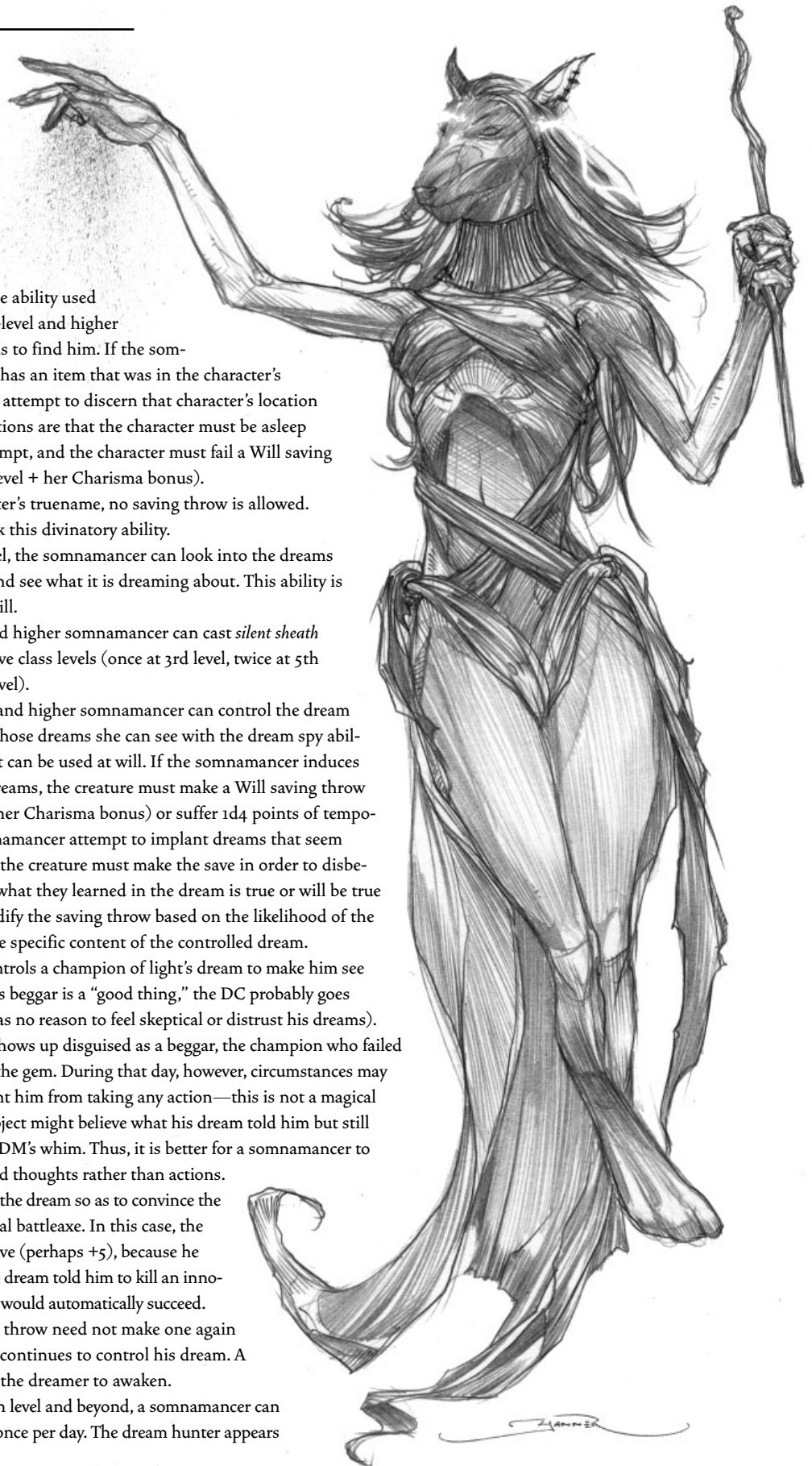
Control Dream (Sp): The 4th-level and higher somnamancer can control the dream of any sleeping creature within 5 feet whose dreams she can see with the dream spy ability. This ability is a standard action that can be used at will. If the somnamancer induces terrifying images or other disturbing dreams, the creature must make a Will saving throw (DC 10 + somnamancer's class level + her Charisma bonus) or suffer 1d4 points of temporary Wisdom damage. Should the somnamancer attempt to implant dreams that seem prophetic or "important" in some way, the creature must make the save in order to disbelieve them. Those who fail believe that what they learned in the dream is true or will be true for the following day. The DM may modify the saving throw based on the likelihood of the creature to believe in dreams and on the specific content of the controlled dream.

For example, if the somnamancer controls a champion of light's dream to make him see that giving a valuable ruby to a homeless beggar is a "good thing," the DC probably goes unmodified (assuming the champion has no reason to feel skeptical or distrust his dreams). The next day, when the somnamancer shows up disguised as a beggar, the champion who failed his saving throw probably will give her the gem. During that day, however, circumstances may change the champion's mind and prevent him from taking any action—this is not a magical compulsion, but more of a charm. A subject might believe what his dream told him but still refuse to act upon it, depending on the DM's whim. Thus, it is better for a somnamancer to use this ability to influence opinions and thoughts rather than actions.

Let's say the somnamancer controlled the dream so as to convince the champion to give away his prized magical battleaxe. In this case, the champion gains a large bonus for the save (perhaps +5), because he would not want to do such a thing. If the dream told him to kill an innocent or commit suicide, the saving throw would automatically succeed.

A subject who succeeds at the saving throw need not make one again for 24 hours, even if the somnamancer continues to control his dream. A successful saving throw does not allow the dreamer to awaken.

Summon Dream Hunter (Sp): At 4th level and beyond, a somnamancer can summon a dream hunter (see page 80) once per day. The dream hunter appears



within 10 feet of the somnamancer and obeys her verbal commands for 1 round per somnamancer class level. Summoning a dream hunter is a full-round action. This ability physically moves the dream hunter from its actual location, and if it dies after the summoning, it is really dead. Otherwise, this ability works just like most other conjuration spells.

At 8th level, the somnamancer can summon $1d4 + 3$ dream hunters in this way.

Sense Dreamer (Su): Even if the 5th-level or higher somnamancer has no special knowledge or connection to a sleeping creature, she can sense it within 50 feet at will, discerning the creature's exact location as a standard action.

Steal Dreams (Su): After a 6th-level or higher somnamancer uses her dream spy ability on a subject, she can learn one fact about that subject: name, fondest wish, true love, greatest fear, location of the key to his locked vault, and so on. The information learned must come in the form of an answer no longer than one word per somnamancer level. She can even try to learn the subject's truename, but in that case the subject gets a Will saving throw ($DC 10 + \text{somnamancer's class level} + \text{her Charisma bonus}$) to resist; on a successful save, the subject awakens immediately and knows what she tried to do. (The DM may rule that the subject holds other secrets as important to him as a truename, which also would warrant a saving throw.)

Attempting to steal dreams takes one minute. A somnamancer can attempt it only once on a given subject in a 24-hour period.

Divinatory Dream (Su): The 7th-level and higher somnamancer can learn the answer to a single yes or no question asked in a dream, while she sleeps. The answer comes from the collective dream memory, not dissimilar to the akashic memory. That means if the question regards a subject no creature knows or has ever known anything about, the somnamancer gets no answer. Otherwise, the answer is always correct. The somnamancer can use this ability only once in a given 48-hour period.

Mass Induce Sleep (Sp): At 8th level and beyond, the character can make up to one creature per somnamancer class level within 50 feet go to sleep (Will save, $DC 10 + \text{somnamancer's class levels} + \text{her Charisma bonus}$). Otherwise treat this as the induce sleep ability. The somnamancer can perform this action a number of times per day equal to her Charisma bonus; those with no bonus can use this ability once per week.

Dream Travel (Sp): Once per day, a 9th-level and higher somnamancer can dream about being in a new location and then wake up in that location. This ability works just like the *teleport* spell with DC 0 for the check required to travel successfully. The somnamancer can transport only herself and 100 lbs. worth of gear—no other creatures.

Dream Master (Su): At 10th level, a somnamancer gains some truly amazing powers. The range for her sense dreamer

ability becomes 250 feet. She gains the ability to use her dream spy, control dream, and steal dreams powers on anyone she finds via her dream tracking power. She can use dream travel to *teleport* to anyone she finds via her dream tracking power.

PRESTIGE CLASSES FROM OTHER SOURCES

While this chapter offers a number of prestige classes unique to the Diamond Throne setting, many other products on the market also present prestige classes, some of which would be worthy additions to this setting. Here are a few examples of classes from books you might already own, with details explaining how to alter them to make them fit the rules.

THE DMG

Many classes from Chapter Two: Characters of the DMG are appropriate for the Diamond Throne setting, but others are not. For example, the blackguard is too similar to a champion of darkness.

ARCANE ARCHER

This class is favored by both quickling and loresong faen, but usually for different reasons (quicklings love ranged attacks, loresongs love magic).

Alterations: Change the racial requirement to "faen" rather than elf or half-elf.

ASSASSIN

Assassins exist everywhere, waiting in the dark corners to ply their bloody trade. Under the rule of the Diamond Throne, professional assassins are illegal and arrested if caught. Elsewhere, such as in Fallanor and the Free Cities of the South, this is not true, and licensed assassins are in fact legal. Mojh often become assassins.

Alterations: Drop the alignment requirement and change the required ranks of Move Silently to Sneak and Hide to Craft (poison). Spells per day changes to simple spell slots, with double that number of spells readied.

DWARVEN DEFENDER

Obviously, there are no dwarves in the Diamond Throne setting. However, the concept of someone devoted to defending a location is very appropriate to giants.

Alterations: Drop the alignment requirement. Change the racial requirement to "giant" rather than dwarf, and the feat requirements to: Dodge, Sturdy and Iron Flesh. Change the class name to "giant defender."

LOREMASTER

Although the akashic fills some of the loremaster's role, loremasters in the Diamond Throne setting focus specifically on

magical lore. In this way, they are like mage priests, except they do not focus on using outside sources to gain power. Magisters are the prime candidates to become loremasters.

Alterations: Change the feat requirements to: any three item creation or ceremonial feats plus Skill Focus (Knowledge [magic]).

SHADOWDANCER

Shadowdancers are rare in the Lands of the Diamond Throne, but common among humans in the Far South. Verrick, sibeccai, and giants almost certainly would never become shadowdancers, but faen, mojh, and even litorians might.

Alterations: Change the required ranks of Move Silently to Knowledge (ceremony) and Hide to Sneak. Change the Dodge feat requirement to Defensive Move.

THE BOOK OF ELDRITCH MIGHT

Two classes from *The Book of Eldritch Might* (published by Malhavoc Press) are appropriate for the Diamond Throne setting, but the graven one is too similar to a rune lord† to use.

EMBERMAGE

Embermages are common among the verrik and the mojh, particularly those who dwell in the South.

Alterations: Change the required ranks of Knowledge (arcana) to Knowledge (magic). Change the feat requirements to: Elemental Mage (fire), Blood as Power, and Sturdy.

MIRROR MASTER

Among the faen and certain mages of the North, mirror magic is a well-practiced art.

Alterations: Change the required ranks of Knowledge (arcana) to Knowledge (magic). Change the Craft Wondrous Item requirement to Craft Constant Item.

BOOK OF ELDRITCH MIGHT II

One prestige class from the *Book of Eldritch Might II: Songs and Souls of Power* (published by Malhavoc Press) is appropriate for the Diamond Throne setting.

ELDRITCH WARRIOR

Focusing on rituals and runes, the eldritch warrior fits into the Diamond Throne setting well. Many of this class' abili-

ties are overshadowed by the mage blade, but the eldritch warrior is a greater warrior in all respects. They can be found throughout the realm. Mojh, giants, and sibeccai in particular enjoy the benefits of the eldritch warrior.

Alterations: Change the required ranks of Knowledge (arcana) to Knowledge (magic). Change the Magical Talent requirement to Infuse Weapon.

RELICS AND RITUALS

One class from *Relics and Rituals* (published by Sword & Sorcery) is appropriate for the Diamond Throne setting.

VIGILANT

Watching over the land, and keeping it from harm (the way it was harmed in the days of the dramojh) is a priority in the Diamond Throne setting. Vigilants excel at this. They wander across the realm as wardens and defenders. Giants, humans, and litorians often become vigilants.

Alterations: Drop the alignment requirement and change the required ranks of Wilderness Lore to Wilderness Survival and the feat requirement of Endurance to Sturdy. Spells per day changes to simple spell slots, with double that number of spells readied.

RELICS AND RITUALS II

One class from *Relics and Rituals II: Lost Lore* (published by Sword & Sorcery) is appropriate for the Diamond Throne setting.

SPIRIT WALKER

Greenbonds who wish to focus even more on dealing with nature spirits can become spirit walkers. Some magisters might even take that path, as might magister/totem warriors.

Alterations: None.

OTHER CLASSES AND SOURCES

Prestige classes from other sources (or more of those from the above sources, with greater alterations) can fit into the Diamond Throne setting. DMs should use their best judgment, based on the examples in this chapter, for what classes are appropriate and how to alter them to fit with the rules from *Monte Cook's Arcana Unearthed*.

Magic Items

Magic items fuel excitement in the game. They provide players with interesting options they might not otherwise possess and serve as rewards for accomplishing great tasks.

Magic items also give a setting a very specific feel. The kinds of items that exist in a world, the kinds of artifacts that have woven themselves into its history, help define the world. This chapter provides new items and artifacts for the Diamond Throne setting, as well as suggestions for items you can adapt from other sources.

If a magic item described in this chapter allows use of a spell, it does not allow use of the heightened or diminished version of that spell, unless otherwise noted.

MAGIC ITEMS FROM THE DMG

Most items from Chapter Eight in the DMG are available in the lands of the Diamond Throne, with only a few exceptions based on some simple guidelines. The following items are not appropriate:

1. Any item based on alignment (items that detect alignment or have effects based on the alignment of the wielder or a foe).
2. Any item based on creatures that do not exist in the Diamond Throne setting (orcs, gnolls, eye tyrants, and so on).
3. Any item whose main feature revolves around a class that does not appear in *Monte Cook's Arcana Unearthed*.
4. Any item that is made out of mithral, a material that does not exist in the Diamond Throne setting.
5. Any item whose main feature is an effect that does not appear in *Arcana Unearthed* in any way, or that appears in a different version (*haste*, *resurrection*, *charm person*). The easiest thing to do is to convert these effects to *Arcana Unearthed* effects: use *speed burst* rather than *haste*, *raise the dead* rather than *resurrection*, and *charm* rather than *charm person*. Some effects, like barbarian rage or *wish*, do not appear in *Arcana Unearthed*, but you could incorporate them into the game as special magic-item-only properties.

Some specific examples of excluded items include:

- *Boc's blessed book*
- *boots of speed*
- *druid's vestment*
- *dwarven thrower*
- *elven chain*
- *holy avenger*
- *horn of good/evil*
- *phylactery of faithfulness*

Other items are fine, including but not limited to the following:

- *+1 keen short sword*
- *bag of holding*
- *bracers of armor*
- *cloak of displacement*
- *gauntlets of ogre power*
- *gem of brightness*
- *lyre of building*
- *ring of evasion*
- *rod of security*

DMG ITEM PREREQUISITES

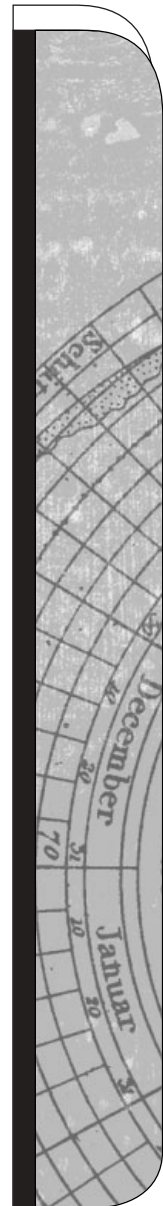
Some perfectly allowable DMG items have as their prerequisites spells not found in *Monte Cook's Arcana Unearthed*. Simply replace them with similar spells of the same level. Some items may have prerequisites for which *Arcana Unearthed* actually has a better spell prerequisite, such as *energy blade* for the brilliant energy weapon special ability.

DETERMINING TREASURE

Use all the rules and guidelines in the DMG for determining the treasure possessed by a creature or associated with an encounter. Likewise, if you wish, use the tables for generating magic items in Chapter Eight of the DMG; when you generate an inappropriate item, use one from this chapter instead. However, you may wish to consider, when using *Monte Cook's Arcana Unearthed*, forgoing random treasure assignment altogether. It is easier for a DM to maintain control of a campaign when she assigns specific treasures of her choosing. Doing so allows her to decide whether a treasure should be a great boon to the characters or just a simple reward. She can also occasionally tailor the treasure found to the PCs involved. Perhaps most importantly, she can tailor the treasure to the NPCs involved, creating more logical treasure hoards.

PURCHASING MAGIC ITEMS

It is slightly more difficult to buy non-single-use magic items in the lands of the Diamond Throne than implied in the core rules. Most such items spellcasters of the realm create for their own use and do not intend to sell (at least not originally); people of this setting have slightly less wealth than implied in the core rules—although not so much that the DM should change the PC wealth by level charts or the



amount of treasure gained in an encounter. What the DM might change is the gold-piece limit of many (not necessarily all) communities, reducing the limit for towns and cities by 10 to 20 percent while leaving the limits of smaller communities and metropolises as they are.

MAGIC ARMOR

With the caveats presented at the beginning of the chapter, most magic armors found in other works also work well for the lands of the Diamond Throne. When adding magic armor into your campaign, remember that *Monte Cook's Arcana Unearthed* presents its own types of armor, many unique to that book.

ARMOR QUALITIES

Damage-Absorbing: This armor (not a shield) absorbs the first 10 points of damage a character takes in a given day.

Moderate abjuration; Caster Level 7th; Craft Magic Arms and Armor, *defensive field*; Price: +1 bonus.

Energized: Anyone that strikes a character wearing this armor (not a shield) suffers 1d6 points of energy damage. The creator chooses the energy type at the time of creation.

Moderate evocation; Caster Level 11th; Craft Magic Arms and Armor, *energy sheath*; Price: +3 bonus.

Immunity: The wearer of this armor is immune to one of the following effects (both beneficial and harmful).

- Compulsion spells
- Transmutation spells
- Illusions
- Negative energy spells
- Positive energy spells
- A single element
- A single energy type
- Poison
- Disease
- Curses

The creator chooses the specific immunity effect at the time of creation.

Strong evocation; Caster Level 13th; Craft Magic Arms and Armor, *lesser immunity*; Price: +5 bonus.

Runic: A runethane can place upon this armor or shield a single rune that does not count against his total number of runes that can exist at once. If the rune is of the touch-trigger variety, it also automatically has a password known to the runethane. The rune functions normally in all other respects.

Moderate transmutation; Caster Level 5th; Craft Magic Arms and Armor, creator must be a runethane; Price: +1 bonus.

SPECIFIC ARMORS

Bear Totem Armor: This *+1 hide armor* allows anyone with an empathic bond with bears (such as a 7th-level or higher bear totem warrior) to use it without suffering any maximum Dexterity or armor check penalties. It also allows the wearer to use the following spells each once per day: *lesser ability boost* (Strength), *lesser beastskin*, and *scent tracker*.

Faint transmutation; Caster Level 5th; Craft Magic Arms and Armor, Craft Constant Item, *lesser ability boost*, *lesser beastskin*, *scent tracker*; Price: 11,165 gp.

Hawk Totem Armor: This *+1 hide armor* allows anyone with an empathic bond with birds (such as a 7th-level or higher hawk totem warrior) to use it without suffering any maximum Dexterity or armor check penalties. It also allows the wearer to use the following spells each once per day: *flight* (self only), *reduce weight*, and *safe fall*.

Faint transmutation; Caster Level 5th; Craft Magic Arms and Armor, Craft Constant Item, *flight*, *reduce weight*, *safe fall*; Price: 12,165 gp.

Shark Totem Armor: This *+1 hide armor* allows anyone with an empathic bond with fish (such as a 7th-level or higher shark totem warrior) to use it without suffering any maximum Dexterity or armor check penalties. It also allows the wearer to use the following spells each once per day: *water roil*, *lesser beastskin*, and *protection from elements* (water only).

Faint transmutation; Caster Level 5th; Craft Magic Arms and Armor, Craft Constant Item, *lesser beastskin*, *protection from elements*, *water roil*; Price: 13,165 gp.

Snake Totem Armor: This *+1 hide armor* allows anyone with an empathic bond with reptiles (such as a 7th-level or higher snake totem warrior) to use it without suffering any maximum Dexterity or armor check penalties. It also allows the wearer to use the following spells each once per day: *advance poison*, *lesser beastskin*, and *venomblade*.

Faint transmutation; Caster Level 5th; Craft Magic Arms and Armor, Craft Constant Item, *advance poison*, *lesser beastskin*, *venomblade*; Price: 21,165 gp.

Wolf Totem Armor: This *+1 hide armor* allows anyone with an empathic bond with wolves (such as a 7th-level or higher wolf totem warrior) to use it without suffering any maximum Dexterity or armor check penalties. It also allows the wearer to use the following spells each once per day: *scent tracker*, *silent sheath*, and *spirit of prowess*.

Faint transmutation; Caster Level 5th; Craft Magic Arms and Armor, Craft Constant Item, *scent tracker*, *silent sheath*, and *spirit of prowess*; Price: 14,165 gp.

Wolverine Totem Armor: This *+1 hide armor* allows anyone with an empathic bond with wolverines (such as a 7th-level or higher wolverine totem warrior) to use it without suffering any maximum Dexterity or armor check penalties. It also allows the wearer to use the following spells each once per day: *acrobatics*, *scent tracker*, and *spirit of prowess*.

Faint transmutation; Caster Level 5th; Craft Magic Arms and Armor, Craft Constant Item, *acrobatics*, *scent tracker*, *spirit of prowess*; Price: 12,165 gp.

MAGIC WEAPONS

Keeping in mind the caveats presented at the beginning of the chapter, most magic weapons found in other works also work well for the lands of the Diamond Throne. When adding magic weapons into your campaign, remember that *Arcana Unearthed* presents its own types of weapons, many unique to that book.

WEAPON QUALITIES

Crippling: When this weapon inflicts damage with a sneak attack or in conjunction with the First Strike feat, it also inflicts a point of temporary Strength damage.

Faint transmutation; Caster Level 3rd; Craft Magic Arms and Armor, *subtle steps*; Price: +1 bonus.

Dark: This weapon inflicts an additional 1d6 points of negative energy damage. This damage does not harm objects or constructs, but it does harm living creatures. It heals undead.

Faint transmutation; Caster Level 3rd; Craft Magic Arms and Armor, *touch of disruption*; Price: +1 bonus.

Elemental: This weapon inflicts an additional 1d6 points of damage of a chosen elemental type: air, earth, fire, or water. The type of element is chosen when the weapon is created and cannot change, so it is in fact four weapon qualities, not one. An air-based weapon cannot also be earth based. A fire-based weapon cannot also be water based. An elemental weapon cannot also be an energy weapon (see below). A weapon cannot carry the same quality twice, nor can it have both the elemental and raging elemental qualities (see below). These weapon special abilities replace similar abilities in the DMG.

Faint evocation; Caster Level 3rd; Craft Magic Arms and Armor, *fireburst*, *stone blast*, *water roil*, or *wind churn*; Price: +1 bonus.



Elemental, Raging: As with the elemental quality, except that the additional damage is 2d6.

Moderate evocation; Caster Level 5th; Craft Magic Arms and Armor, *sorcerous blast*; Price: +2 bonus.

Energy: This weapon inflicts an additional 1d6 points of damage of a chosen energy type: acid, cold, fire, electricity, or sonic. The type of energy is chosen when the weapon is created and cannot change, so it is in fact five weapon qualities, not one. An acidic weapon cannot also be a sonic weapon. A fire weapon cannot also be a cold weapon. An energy weapon cannot also be an elemental weapon. A weapon cannot carry the same quality twice nor can it have both the energy and seething energy qualities (see below). These weapon special abilities replace similar abilities in the DMG.

Faint evocation; Caster Level 3rd; Craft Magic Arms and Armor, *destructive grip*, *cold blast*, *fireburst*, *shock*, or *scream*; Price: +1 bonus.

Energy, Seething: As with the energy quality, except that the additional damage is 2d6.

Moderate evocation; Caster Level 7th; Craft Magic Arms and Armor, *energy bolt*; Price: +2 bonus.

Preserving: Also known as a Green weapon, this weapon inflicts an additional 1d6 points of positive energy damage that harms undead. Once per day, the touch of this weapon can restore 1d6 hit points to a living creature.

Faint transmutation; Caster Level 3rd; Craft Magic Arms and Armor, *battle healing*; Price: +1 bonus.

Psionic: When used to inflict damage upon a creature susceptible to mind-affecting attacks, this weapon inflicts an additional 1d6 points of subdual damage by blasting the foe's mind as well as his body.

Faint transmutation; Caster Level 3rd; Craft Magic Arms and Armor, *mind stab*; Price: +1 bonus.

Rapid Striking: When the wielder of this melee weapon uses the full-attack action, she can use it to make an additional attack with a base attack bonus of half her highest normal base attack bonus. This ability can be used five times per day. Its effects do not stack with similar effects (such as those from the Rapid Strike feat).

Even if a character wields more than one weapon with this ability, only one rapid strike is possible in a round.

Moderate transmutation; Caster Level 5th; Craft Magic Arms and Armor, heightened *lesser ability boost*; Price: +1 bonus.

Rapid Reloading: This ranged weapon's reload time is "one step" faster than normal. A hand crossbow or light crossbow, which normally takes a move-equivalent action to reload, can be fired as quickly as a bow if it carries this quality—that is, reloading becomes part of the firing action, and a character can fire the weapon as many times in a round as he has attacks. A heavy crossbow with this quality can be reloaded as a move-equivalent action.

A character using a *rapid reloading weapon* with no reload time, such as a bow or a sling, can fire the weapon faster than normal. Five times per day, as part of a full-attack action, he can make an additional attack with a base attack

bonus of half his highest normal base attack bonus. This ability's effects do not stack with similar effects, such as those from the Rapid Reload feat.

Moderate transmutation; Caster Level 5th; Craft Magic Arms and Armor, heightened *lesser ability boost*; Price: +1 bonus.

Runic: A runethane can place upon this weapon a single rune that does not count against his total number of runes that can exist at once. If the rune is of the touch-trigger variety, it automatically has a password known to the runethane. The rune functions normally in all other respects.

Moderate transmutation; Caster Level 5th; Craft Magic Arms and Armor, creator must be a runethane; Price: +1 bonus.

SPECIFIC WEAPONS

Blade of Poisons: This greenish-black, steel *+1 short sword* is always coated with a virulent poison. The poison deals 1d4 points of Constitution damage immediately and again a minute later. The Difficulty Class for the poison is 16.

Faint evocation; Caster Level 5th; Craft Magic Arms and Armor, *advance poison, venomblade*; Price: 67,310 gp.

Bow of Screams: When anyone pulls back on this blood-red *+2 longbow*, it screams as if it were alive. Likewise, arrows flying from the bow also make a shrill screaming sound. Anyone struck by an arrow from this bow must make a Fortitude saving throw (DC 13) or suffer 1 point of temporary Constitution damage.

Faint evocation; Caster Level 3rd; Craft Magic Arms and Armor, *scream*; Price: 16,375 gp.

Ice Javelin: This blue-white, wooden *+1 javelin* turns to ice as soon as it is thrown. It inflicts 1d6 additional points of cold damage when it strikes. If the attack roll results in a miss but would succeed against the target's touch Armor Class, the javelin inflicts no normal damage, but the 1d6 points of cold damage still affect the foe.

Faint evocation; Caster Level 3rd; Craft Magic Arms and Armor, *icebolt*; Price: 340 gp.

Lifethief: This battle-axe heals the wielder half the damage it inflicts on a foe (including bonuses from magic or Strength) three times per day.

Faint necromancy; Caster Level 5th; Craft Magic Arms and Armor, Craft Constant Item, *steal health*; Price: 20,310 gp.

Magnetic Sword: This nondescript *+1 longsword* has a magnetic hilt and a selectively magnetic blade. When attacking a foe in metal armor (not leather jack, studded leather jack, hide, or dragonscale armor) the sword strikes with a -1 attack penalty (as it is more likely to hit armor than a vital unarmored spot) but a +4 damage bonus (as it strikes with more force).

A wielder wearing a metal gauntlet gains a +10 circumstance bonus to resist disarm attempts.

Faint transmutation; Caster Level 3rd; Craft Magic Arms and Armor, *magnetism*; Price: 6,315 gp.

Slowing Whip: Each hit from this brown leather *+1 whip* reduces a struck foe's speed by 5 feet. The loss lasts 10 rounds.

Faint evocation; Caster Level 3rd; Craft Magic Arms and Armor, *lesser drain away speed*; Price: 14,301 gp.

SINGLE-USE ITEMS

Any character can use single-use items, but they always require some physical action (drinking a potion, breaking a seal, or rubbing on a salve) that provokes an attack of opportunity.

When the item is created, the creator usually makes all the choices about the parameters of the spell (the target is the person drinking the potion, and so on). The caster level of the item determines level-based aspects. However, a creator can choose to leave some of these parameters up to the end user (allowing the creation of a charm that, when rubbed, allows the user to cast *distraction* on anyone he wishes within range). This option doubles the cost involved.

Single-use items conform as nearly as possible to the spell they contain. For example, a spell that requires a foe's true-name still requires it when made into a potion. For twice the price, the user can specify the true-name, rather than the creator.

DETONATIONS

Detonations are single-use items meant to affect another creature, usually an unwilling target(s). These magic items can take a wide variety of shapes: stone idols, runic plates, and so on. When they detonate, they do not damage a target with shrapnel, but instead affect the target with the spell they hold inside.

Sometimes a creator places a touch or ranged touch (or ray) attack spell in the detonation, or even a spell with no attack roll. These all function as ranged touch attacks in the detonation, where the detonation has a range increment of 10 feet; resolve missed attacks using the grenadelike weapons rules in *Monte Cook's Arcana Unearthed*, Chapter Seven. (This becomes particularly important for such area effect attacks as *sorcerous blast*.)

Multiply the price of placing a touch spell into a detonation by 1.5, since it is effectively becoming a ranged touch attack.

A few sample detonations, in order of ascending price:

Detonation Name	Caster Level	Price
<i>Disorient</i>	1st	37 gp
<i>Mind stab</i>	1st	50 gp
<i>Charm</i>	1st	75 gp
<i>Shock</i>	1st	75 gp
<i>Touch of disruption</i>	1st	75 gp
<i>Touch of pain</i>	1st	75 gp
<i>Boil</i>	3rd	300 gp
<i>Lesser drain away speed</i>	3rd	300 gp
<i>Dazzlesphere</i>	3rd	450 gp
<i>Dispel magic</i>	5th	750 gp
<i>Sorcerous blast</i>	5th	750 gp
<i>Lesser resilient sphere</i>	7th	1,400 gp
<i>Sorcerous blast</i>	10th	1,500 gp
<i>Enfeebled mind</i>	9th	2,250 gp
<i>Freeze</i>	11th	3,300 gp
<i>Caustic burst</i>	13th	4,550 gp
<i>Finger of destruction</i>	13th	4,550 gp
<i>Vitrification</i>	13th	4,550 gp
<i>Psychic blast</i>	15th	9,000 gp
<i>Spell magnet</i>	15th	13,500 gp

OILS

Oils are single-use items that you apply to a willing target, an item, or perhaps a small area.

A few sample oils, presented in order of ascending price:

Oil Name	Caster Level	Price
<i>Lesser repair</i>	1st	25 gp
<i>Scent bane</i>	1st	25 gp
<i>Raiment</i>	1st	37 gp
<i>Magic armor</i>	1st	50 gp
<i>Magic weapon</i>	1st	50 gp
<i>Diminished lesser beastskin</i>	1st	50 gp
<i>Harden</i>	1st	50 gp
<i>Eldritch armor</i>	1st	75 gp
<i>Lesser beastskin</i>	3rd	300 gp
<i>Heightened magic armor</i>	3rd	300 gp
<i>Heightened magic weapon</i>	3rd	300 gp
<i>Invigorate item</i>	3rd	450 gp
<i>Sorcerous guise</i>	3rd	450 gp
<i>Cloak of darkness</i>	3rd	600 gp
<i>Lesser sealed door</i>	3rd	600 gp
<i>Lesser beastskin</i>	5th	750 gp
<i>Greater repair</i>	5th	750 gp
<i>Lesser animate undead</i>	7th	1,400 gp
<i>Gird the warrior</i>	9th	2,250 gp
<i>Open door</i>	9th	2,250 gp
<i>Revivification</i>	9th	4,500 gp
<i>Bloodblade</i>	11th	3,300 gp
<i>Energy sheath</i>	11th	3,300 gp
<i>Security</i>	11th	3,300 gp
<i>Phase door</i>	13th	4,550 gp
<i>Remove malady</i>	11th	6,600 gp
<i>Permanent rest</i>	15th	9,000 gp
<i>Stabilize soul</i>	11th	13,200 gp
<i>Lesser raise the dead</i>	13th	19,200 gp

Here is a special oil:

Rune Oil: When this oil is applied to a creature, object, or surface, a runethane can place upon it a single rune that does not count against her total number of runes that can exist at once. The rune functions normally in all other respects.

Moderate transmutation; Caster Level 7th; *Prerequisites:* Craft Single-Use Item, *greater enhance magical flow*; Price: 1,000 gp.

POTIONS

Potions are single-use items that you drink. The effects always affect you (as with *glamour*, *lesser transfer wounds*, or *flight*), although sometimes they grant you a special power that you can now manifest (such as *lesser telekinesis*).

Here are a number of sample potions, presented in order of ascending price:

Potion	Caster Level	Price
<i>Lesser telekinesis</i>	1st	25 gp
<i>Reduce weight</i>	1st	37 gp
<i>Bash</i>	1st	50 gp
<i>Canny effort</i>	1st	50 gp
<i>Glamour</i>	1st	50 gp
<i>Lesser transfer wounds</i>	1st	50 gp
<i>Resistance</i>	1st	50 gp
<i>Saving grace</i>	1st	50 gp
<i>Acrobatics</i>	1st	100 gp
<i>Diminished lesser enhance magical flow</i>	1st	100 gp
<i>Precise vision</i>	1st	100 gp
<i>Scent tracker</i>	1st	100 gp
<i>Darkvision</i>	3rd	300 gp
<i>Lesser battle healing</i>	3rd	300 gp
<i>Levitate</i>	3rd	300 gp
<i>Reduce weight</i>	10th	375 gp
<i>Lesser enhance magical flow</i>	3rd	600 gp
<i>See invisibility</i>	3rd	600 gp
<i>Flight</i>	5th	750 gp
<i>Invisibility</i>	5th	750 gp
<i>Protection from elements (air)</i>	5th	750 gp
<i>Protection from elements (earth)</i>	5th	750 gp
<i>Protection from elements (fire)</i>	5th	750 gp
<i>Protection from elements (water)</i>	5th	750 gp
<i>Unknown</i>	5th	750 gp
<i>Water breathing</i>	5th	750 gp
<i>Greater telekinesis</i>	7th	1,400 gp
<i>Greater transfer wounds</i>	7th	1,400 gp
<i>Neutralize poison</i>	7th	1,400 gp
<i>Protection from energy (acid)</i>	7th	1,400 gp
<i>Protection from energy (cold)</i>	7th	1,400 gp
<i>Protection from energy (electricity)</i>	7th	1,400 gp
<i>Protection from energy (sonic)</i>	7th	1,400 gp
<i>Tongues</i>	7th	1,400 gp
<i>Greater transfer wounds</i>	7th	1,400 gp
<i>Protection from elements (imbiber's choice)</i>	5th	1,500 gp
<i>Greater battle healing</i>	9th	2,250 gp
<i>Peer through matter</i>	9th	2,250 gp
<i>Spell resistance</i>	9th	2,250 gp
<i>Gaze of terror</i>	7th	2,800 gp
<i>Greater enhance magical flow</i>	7th	2,800 gp
<i>Protection from energy (imbiber's choice)</i>	7th	2,800 gp
<i>Blindsight</i>	11th	3,300 gp
<i>Restoration (imbiber must know truenam)</i>	9th	4,500 gp
<i>Lesser immunity</i>	13th	4,550 gp
<i>Mental protection</i>	13th	4,550 gp
<i>Transform into plant</i>	11th	6,600 gp
<i>Primal release</i>	15th	9,000 gp
<i>Spellmaster</i>	15th	9,000 gp

<i>Spirit of war</i>	15th	9,000 gp
<i>Gaze of the basilisk</i>	13th	9,100 gp
<i>Protect soul</i>	11th	13,200 gp
<i>Shapechange</i>	17th	22,950 gp
<i>Immortality</i>	17th	34,425 gp

Here are a few special potions:

Ability Boost: The creator of this potion determines ahead of time which ability score it affects, regardless of the imbiber. The potion confers a +2 enhancement bonus on the designated score for 30 minutes. So there are *Strength boost*, *Constitution boost*, *Dexterity boost*, *Intelligence boost*, *Wisdom boost*, and *Charisma boost* potions.

Faint transmutation; Caster Level 3rd; Craft Single-Use Item, *lesser ability boost*; Price: 300 gp.

Single-Use Items

Monte Cook's *Arcana Unearthed* rules and the suggestions in this book encourage lots of different kinds of single-use items beyond just potions. Single-use items are fun and dynamic. It's interesting to give a nonspellcaster the ability to have a basilisk's gaze, create a wall of iron, or inflict a caustic burst on an enemy. It's also interesting that the ability can also be used just once. The player must decide just the right moment to produce the magical effect. Single-use items are an effective way of "controlling" the level of magic in the game without reducing the amount of magical treasure.

Greater Ability Boost: As the *ability boost* potion, but this potion adds a +6 enhancement bonus to the ability score for two hours.

Moderate transmutation; Caster Level 11th; Craft Single-Use Item, *greater ability boost*; Price: 3,300 gp.

Heightened Ability

Boost: As the *ability boost* potion, but it adds a +4

enhancement bonus to the ability score for one hour.

Moderate transmutation; Caster Level 5th; Craft Single-Use Item, *heightened lesser ability boost*; Price: 750 gp.

Heightening Elixir: If a spellcaster drinks this potion, the next spell he casts (within the next hour) is considered heightened. He still must cast the spell normally, using a slot of the spell's normal level.

Faint transmutation; Caster Level 5th; Craft Single-Use Item, *heightened empower spell*; Price: 800 gp.

Ladening Elixir: If a spellcaster drinks this potion, the next spell she casts (within the next hour) is considered laden, even though she uses only one slot to cast it.

Faint transmutation; Caster Level 5th; *Prerequisites:* Craft Single-Use Item, *heightened lesser enhance magical flow*; Price: 600 gp.

Spellpower Elixir: After a spellcaster drinks this potion, the next spell he casts (within the next hour) does not use a slot. This effect applies to spells of no higher than 4th level. The spell must be one that he knows and cannot be laden.

Moderate transmutation; Caster Level 7th; *Prerequisites:* Craft Single-Use Item, *greater enhance magical flow*; Price: 700 gp.

Sturdying Elixir: The character drinking this potion gains temporary hit points. These hit points last until lost or until one hour passes, whichever comes first. The temporary hit

points do not stack with other sources of temporary hit points or multiple doses of this potion. The cost depends on the number of hit points gained: 10, 20, or 30

Faint (10 or 20 points) or Moderate (30 points) transmutation; Caster Level 3rd (10 points), 5th (20 points), or 7th (30 points); Craft Single-Use Item, *lesser ability boost*; Price 300 gp (10 points), 750 gp (20 points), or 1,400 gp (30 points)

Undead Healing: An undead creature that drinks this potion is healed 1d8 + 1 hit points. A living creature that drinks the potion suffers 1d8 + 1 points of damage.

Faint necromancy; Caster Level 1st; Craft Single-Use Item, *touch of disruption*; Price: 50 gp.

TOKENS

Tokens are like detonations except that they are not attacks. They are small, usually fragile objects that release a creation or effect when broken.

Here are few sample tokens, in order of ascending price:

Token	Caster Level	Price
<i>Lesser glowglobe</i>	1st	25 gp
<i>Greater glowglobe</i>	3rd	600 gp
<i>Lesser creation</i>	5th	750 gp
<i>Dimensional door</i>	7th	1,400 gp
<i>Wall of ice</i>	7th	1,400 gp
<i>Wall of iron</i>	9th	2,250 gp
<i>Wall of stone</i>	9th	2,250 gp

CHARGED ITEMS

The most common type of charged item is a wand. Wands hold a single spell that can be cast 50 times. Wands are spell-trigger items, which means the spell in the wand needs to be on your list of known spells for you to use it. "On your list of known spells" means that, if the spell is a simple spell, you need to be able to cast simple spells to use the wand. If the spell is complex, you need to be able to cast complex spells to use the wand (or have taken the Complex Spell feat for that level).

It's rare to find a wand of an exotic spell, because usually only the creator of the wand could use it. Further, the vast majority of wands contain low-level spells—usually those a mage needs to cast a lot, such as *lesser ability boost*, *lesser battle healing*, *lesser beastskin*, *cold blast*, *levitate*, *magic armor*, *magic weapon*, *sorcerous blast*, and so on.

Sometimes staves are charged items, but just as often they are constant items (unlike those found in the DMG).

CONSTANT ITEMS

Although most of the "rods," "rings," and "wondrous items," in Chapter Eight of the DMG are constant items available in the Diamond Throne setting, the following specimens were created specifically for use with *Monte Cook's Arcana Unearthed*.

Amulet of Spell Knowledge: This smooth-cut stone amulet contains a single complex or exotic spell that the

wearer adds to her repertoire. She can now choose to ready this spell as if she had normal access to it.

Moderate transmutation; Caster Level varies (just high enough to cast spell implanted in stone); Craft Constant Item, varies (creator must know spell implanted in stone); Price: (level of spell implanted) squared \times 1,000 gp; Weight: —

Bag of Needful Things: This leather shoulder bag seems about half-full all the time. Three times per day, the owner can reach into the bag and pull out any nonmagical object desired, as long as the object's value is less than 50 gp and it normally could fit into the bag (approximately 14 inches by 12 inches by 4 inches). The bag cannot produce precious metals or gemstones.

Faint Conjuration; Caster Level 5th; Craft Constant Item, *lesser creation*; Price: 10,000 gp; Weight: —

Boots of Tracelessness: The wearer of these leather boots has no scent (so creatures with the scent ability cannot track her) and leaves no tracks (so anyone with the Track feat cannot track her).

Faint transmutation; Caster Level 3rd; Craft Constant Item, *scent bane, subtle steps*; Price 8,000 gp; Weight: 1 lb.

Burdenless Stone: For the purpose of determining weight for teleportation spells, the possessor of this small, polished stone weighs nothing. The item works upon whoever possesses it.

Moderate transmutation; Caster Level 10th; Craft Constant Item, *reduce weight*; Price: 7,000 gp.

Burst Boots: These boots usually come in tough, hardy leather. They allow the wearer, five times per day, to make an additional move or move-equivalent action in a round. Although activating them is a free action, the boots can only be used once per round at most. The wearer must have on both boots to get any effect.

Faint transmutation; Caster Level 3rd; Craft Constant Item, *acrobatics, lesser ability boost*; Price: 12,000 gp; Weight: 1 lb.

Cloak of Air and Wind: Those wishing power over the element of air prize this white or light blue cloak. It is one of four items keyed toward the elements. If the wearer casts spells, she gains access to any spell with the air descriptor plus the ability to add the air template to spells. Further, she can use any of the following spells, in any combination, five times per day (so she can cast one spell five times, or one spell three times and another twice, and so on): *gusting wind, levitate, protection from elements* (air), and *wind churn*.

Faint evocation; Caster Level 5th; Craft Constant Item, *gusting wind, levitate, protection from elements, wind churn*; Price: 32,000 gp; Weight: 1 lb.

Coat of Cold and Frost: This fur-lined leather coat prevents the wearer from taking any environmental damage from cold weather. If the wearer casts spells, he gains access to any spell with the cold descriptor plus the ability to add the cold template to spells. Further, he can use any of the following spells, in any combination, five times per day (so he can cast one spell five times, or one spell three times and another twice, and so on): *cold blast, icebolt, and protection from energy* (cold).

Moderate evocation; Caster Level 7th; Craft Constant Item, *cold blast, icebolt, protection from energy*; Price: 39,000 gp; Weight: 3 lbs.

Decanter of Acid: This small gray jug has an iron stopper. It can, on command, produce three flasks' worth of alchemist's acid every day. If the wielder casts spells, he gains access to any spell with the acid descriptor plus the ability to add the acid template to spells. Further, he can use any of the following spells, in any combination, five times per day (so he can cast one spell five times, or one spell three times and another twice, and so on): *acid pit, destructive grip, and protection from energy* (acid).

Moderate evocation; Caster Level 7th; Craft Constant Item, *acid pit, destructive grip, protection from energy*; Price: 50,000 gp; Weight: 1 lb.

Focus Stone: A user can affix this small greenish crystal to any wand. If the spell within the wand allows a saving throw, the Difficulty Class for that spell increases by either +1 or +2, depending on the stone. The stone can be moved from wand to wand without fear of damaging the stone or the wand(s).

Faint transmutation; Caster Level 3rd (for +1) 5th (for +2); *Prerequisites:* Craft Constant Item, *invigorate item* (for +1) heightened *invigorate item* (for +2); Price: 24,000 gp (for +1) 60,000 gp (for +2); Weight: —

Fork of Sonic Energy: This two-pronged silver fork produces a perfect tone when struck. If used before a musical performance, it adds a +5 bonus to the Perform check. If the wielder casts spells, she gains access to any spell with the sonic descriptor plus the ability to add the sonic template to spells. Further, she can use any of the following spells, in any combination, five times per day (so she can cast one spell five times, or one spell three times and another twice, and so on): *protection from energy* (sonic), *scream*, and *silent sheath*.

Moderate evocation; Caster Level 7th; Craft Constant Item, *protection from energy, scream, silent sheath*; Price: 39,000 gp; Weight: —

Gauntlet of Earth and Stone: This leather glove is fitted with iron plates and studded with polished stones. It grants a +5 bonus to Climb checks to a wearer climbing up a stone or earthen surface. If the wearer casts spells, he gains access to any spell with the earth descriptor plus the ability to add the earth template to spells. Further, he can use any of the following spells, in any combination, five times per day (so he can cast one spell five times, or one spell three times and another twice, and so on): *earth burst, muddy ground, protection from elements* (earth), and *stone blast*.

Faint evocation; Caster Level 5th; Craft Constant Item, *earth burst, muddy ground, protection from elements, stone blast*; Price: 32,000 gp; Weight: 1 lb.

Glowglobe Lantern: This brass lantern looks simple but well made. However, if a caster casts *lesser glowglobe* into the lantern, the magical effect moves with the lantern, despite the fact that the globe created is normally immobile.

Faint evocation; Caster Level 3rd; Craft Constant Item, *greater glowglobe*; Price: 3,000 gp; Weight: 2 lbs.

Lens of Analysis: Anyone looking through this round glass lens can identify magical items as though using an *analyze* spell. The lens measures about 4 inches across and is framed in brass.

Faint divination; Caster Level 1st; Craft Constant Item, *analyze*; Price: 3,000 gp; Weight: —

Loresight Lenses: You have free use of the *creature loresight*, *object loresight*, and *location loresight* spells while you wear these violet-tinted lenses on your eyes. However, after using one of the spells, you must rest your eyes (closing them) for a minute due to the strain or go permanently blind.

Faint divination; Caster Level 3rd; Craft Constant Item, *creature loresight*, *object loresight*, *location loresight*; Price: 14,000 gp; Weight: —

Manacles of Interrogation: Once per day, the owner of these iron and crystal manacles can force the wearer to answer one question, as described in the spell *greater compelling question*. The owner must touch the manacles while asking the question.

Faint divination; Caster Level 5th; Craft Constant Item, *greater compelling question*; Price: 6,000 gp; Weight: 2 lbs.

Ring of the Blade: This silver ring is etched with the images of tiny swords. Upon command (requiring a standard action), an *energy blade* (whichever type the wearer wishes) appears in the hand that wears the ring. The *energy blade* remains until dispelled.

Faint evocation; Caster Level 3rd; Craft Constant Item, *energy blade*; Price: 60,000 gp; Weight: —

Ring of Fire and Heat: This gold band has tiny rubies set all around it. If desired, it can raise the temperature of the air 10 feet around it by 10 degrees. If the wearer casts spells, she gains access to any spell with the fire descriptor plus the ability to add the fire template to spells. Further, she can use any of the following spells, in any combination, five times per day (so she can cast one spell five times, or one spell three times and another twice, and so on): *fireburst*, *energy bolt* (fire), and *protection from elements* (fire).

Faint evocation; Caster Level 5th; Craft Constant Item, *control temperature*, *energy bolt*, *fireburst*, *protection from elements*; Price: 28,000 gp; Weight: —

Ring of Magical Might: This silver band, worn by a spellcaster, adds a spell slot to the wearer's total. The strength, caster level, and price vary based on the spell slot provided. (See the table at bottom of the page.)

Craft Constant Item, caster must be of equal level to the caster level; see below.

Ring of Spellcasting: This bluish-silver band bears arcane runic etching. The wearer adds +1 to all saving throw Difficulty Classes of spells he casts (but not to the effects of magic items he uses).

Faint transmutation; Caster Level 3rd; Craft Constant Item, *lesser enhance magical flow*; Price 12,000 gp; Weight: —

Rod of Electricity and Lightning: This iron rod is covered in lightning-blue runes that continually glow enough to light an area 5 feet in diameter. If the wielder casts spells, he gains access to any spell with the electricity descriptor plus the ability to add the electricity template to spells. Further, he can use any of the following spells, in any combination, five times per day (so he can cast one spell five times, or one spell three times and another twice, and so on): *energy bolt* (electricity), *protection from energy* (electricity), and *shock*.

Moderate evocation; Caster Level 7th; Craft Constant Item, *energy bolt*, *lesser glowglobe*, *protection from energy*, *shock*; Price: 45,000 gp; Weight: 5 lbs.

Runepate: This thin glass plate measures 5 inches to a side and a quarter inch thick. A runethane can place a rune on this plate (ideally at her leisure), then affix the glass to an object of at least the plate's size with only a move-equivalent action. So a runethane can take the time to place a *rune of blasting* on the plate and carry it with her. Should she encounter a pursuing troll, she can place the plate on the floor behind her so the troll runs over it, triggering the rune (unless the troll makes a Spot check [DC 20]).

Faint transmutation; Caster Level 1st; Craft Constant Item, creator must be a runethane; Price: 500 gp; Weight: —

Staff of the Greenbond: This wooden staff continues to live and grow, sprouting leaves in the spring and tiny vines all year long. It grants use of the following spells, each once per day: *aid plants*, *greenspy*, and *transform into plant*. In the hands of a greenbond, it adds a +4 bonus to the total of every use of the imbue with life ability and grants a +1 bonus to all checks made to deal with a nature spirit.

RING OF MAGICAL MIGHT SPELL SLOTS

Spell Slot	Strength and School	Caster Level	Price
1st level	Faint transmutation	1st	1,000 gp
2nd level	Faint transmutation	3rd	4,000 gp
3rd level	Faint transmutation	5th	9,000 gp
4th level	Moderate transmutation	7th	16,000 gp
5th level	Moderate transmutation	9th	25,000 gp
6th level	Moderate transmutation	11th	36,000 gp
7th level	Moderate transmutation	13th	49,000 gp
8th level	Strong transmutation	15th	64,000 gp
9th level	Strong transmutation	17th	81,000 gp

Moderate transmutation; Caster Level 11th; Craft Constant Item, creator must be a greenbond, *aid plants, greenspy, transform into plant*; Price: 36,000 gp; Weight: 1 lb.

Staff of Water and Waves: This thin wooden staff is laced with bluish-green steel. In the water it floats on command, supporting up to 500 lbs. If the wielder casts spells, he gains access to any spell with the water descriptor plus the ability to add the water template to spells. Further, he can use any of the following spells, in any combination, five times per day (so he can cast one spell five times, or one spell three times and another twice, and so on): *boil, protection from elements (water), water breathing, and water roil*.

Faint evocation; Caster Level 5th; Craft Constant Item, *boil, protection from elements, water breathing, water roil*; Price: 27,000 gp; Weight: 5 lbs.

Wargloves: These gauntlets bear tiny silver symbols sewn into the black leather. The wearer can use all of the following spells, each one per day: *touch of disruption, touch of fear, and touch of pain*.

Faint evocation; Caster Level 3rd; Craft Constant Item, *touch of disruption, touch of fear, touch of pain*; Price: 1,600 gp; Weight: 1 lb.

Witchery Cloak: This long, black leather cloak's magical properties function only when a witch wears it. In such a case, the witch can make the cloak (and his other clothing as well) appear to be anything he desires. This grants a +2 circumstance bonus to Disguise checks. More importantly, however, the cloak allows the witch to choose another manifestation type for his witchery powers.

Moderate transmutation; Caster Level 6th; Craft Constant Item, creator must be a witch, *raiment*; Price: 18,000 gp; Weight: 1 lb.

SPELL-COMPLETION ITEMS

Spell-completion items allow a spellcaster to cast additional spells at no extra cost to himself. They effectively “store” spells, or—to be more accurate—they store a portion of a spell, which a spellcaster can then finish to achieve the desired result. Only spellcasters can use spell-completion items, and even then they must contain spells that they could normally cast. A witch can use a scroll with a simple spell, but not one with a complex spell (unless she's taken the proper feat to allow her to cast a complex spell of that level). Spellcasters can attempt to use a spell-completion item that holds a spell normally too high for them to cast, but there is a chance of failure (see the DMG, Chapter Eight).

Spell-completion items come in two forms: charms and scrolls. Scrolls are written spells, not unlike runes but far less cohesive—more like complicated magical formulae. To use a scroll, one must read it, usually with a Spellcraft check or a *read magic* spell. Charms are tiny rune-covered trinkets, usually kept hanging from a user's bracelet, sleeve, or other handy place. They do not require the caster to read (and thus could be used in the dark) but they do require the user to touch them. It is also somewhat difficult to learn what spell

a charm holds, although one can do so with a Knowledge (runes) check (DC 20 + spell level). Otherwise, the caster needs an *analyze* or *object loresight* spell. Do not let this item's name confuse you: Charms can hold non-charm spells.

ARTIFACTS

The rich history of the Lands of the Diamond Throne has produced a number of artifacts originating in past times, places, and conflicts. The following is a small sampling.

CAULDRON OF ZHAVIMIR

In the ancient homeland of the Vnax, where the Southern Wastes now lie, a powerful akashic witch named Zhavimir created a vast number of magical items, all of which are now lost or forgotten except for the 3-foot-diameter cauldron he forged from a strange silver-gray iron. About 2,000 years ago, a group of fortune-hunting verrik recovered the cauldron from a vnaxian ruin after finding a reference to it in an ancient book. After defeating terrible guardians and bypassing numerous traps, they brought the cauldron back to Yrterot, where it remained for centuries—until unknown forces stole it. The last known sighting of the cauldron was in Noll more than 100 years ago, where the undead mage Alchest used it to fortify her small army before her eventual defeat.

The cauldron's main purpose is to extend the power of a potion, so that instead of affecting one person, it affects many. When a potion is poured into the cauldron along with 1,000 gp worth of secret ingredients (which must be researched, normally taking at least a month for a given potion) and then brewed for 1d6 days, the user must make an Alchemy check (DC 20 + the potion's caster level). If the check succeeds, the cauldron bubbles over with 5d20 doses of the original potion. These additional doses, along with the original dose, become inert after 1d4 + 1 days.

Overwhelming transmutation; Caster Level 19th; Weight: 300 lbs.

COUNCIL STAFF

Once long ago, when the Council of Magisters was at the height of its power, the great giantish artisan Na-Reddik made a special staff for each councilor. Since the group's dissolution, three of the staves have disappeared, while the other four remain the subjects of much legend and speculation. The faen magister Faevor seeks all the staves for his recreated council, but currently he possesses only one. The seven staves, known collectively as *council staves*, each had a unique name and a special power, as well sharing certain qualities and abilities in common.

All council staves: +4 magister's staff that sizes itself suitably for the wielder. The wielder has DR 10/+1 (10/magic) and SR 20. The staff doubles the wielder's 0-level spell slots.

Descriditas (Fireflash): This staff allows the wielder to use the fire spell template at no cost.

Garitonitas (Waverider): This staff allows the wielder to use the water spell template at no cost and enables him to walk on water as though it were solid ground when he desires.

Harrith (Seeker): This staff allows the wielder to cast 10 levels of divination spells per day at no cost.

Kavisarit (Chaos): This staff allows the wielder to use the wild and unraveling spell templates.

Oristra (Grace): This staff provides a +3 luck bonus to all the wielder's saving throws and allows her to cast five levels of spells with the positive energy descriptor at no cost.

Viniraturun (Softspeech): This staff allows the wielder to use the subdual spell template and provides a continual *tongues* effect.

Yevinaris (Hunter): This staff allows the wielder to use the enemy bane spell template. The wielder can change the chosen enemy each day at dawn.

When two council staves are together: When wielded by two different mages, two *council staves* touched together can create one or more of the following effects (once per round, requiring a standard action on the part of both wielders; no one power can be used more than once per day):

- *Mass devastation*
- *Greater summon major elemental*
- *Greater raise the dead*
- *Greater immunity*

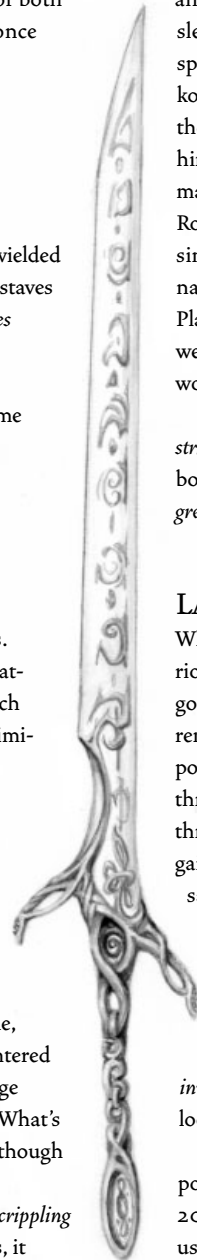
When all seven council staves are together: When wielded by seven different mages standing so that no two staves are more than 20 feet apart, the seven *council staves* automatically heighten every spell a wielder casts (unless he does not wish it) at no cost. Also, they ensure that all spells cast by their wielders overcome spell resistance and cannot be dispelled.

Overwhelming evocation and transmutation;
Caster Level 20th; Weight: 5 lbs.

KALLINTHIN'S SWORD

Kallinthin was a human runethane who lived in Devania and studied the arts of crafting weapons. Kallinthin gained the reputation of being the greatest swordsmith who ever lived. His power was such that he could enrune objects with seemingly no limitation. His greatest creation, at the height of his long career, was a rune-covered longsword, created as a gift for a princess named Daliatha. However, Kallinthin was murdered and the sword—still not entirely complete—stolen. No one knows who committed these vile acts, but the sword disappeared from all histories for centuries. Some say it surfaced again on another plane—some claim it was a different time, still far in the future. Eventually, however, it re-entered the history books in the hands of the litorian mage blade Oleris at the Battle of the Serpent's Heart. What's more, the unfinished sword was now finished, although no one knows by whose hand.

Kallinthin's sword is a +5 *dragonbane, defending, crippling longsword*. Once per day, when the wielder wishes, it



blazes with white fire that strikes the wielder's foe and all within 20 feet with a 10d8-point *sorcerous blast* (save DC 24), to which the wielder is immune for that round only. Once per day the sword casts *flight* on the wielder as a free action. The sword automatically blocks (negates) one incoming nonspell ranged attack per round, whether the wielder is aware of it or not. The sword is so sharp that it ignores all damage reduction and all object hardness.

Overwhelming evocation; Caster Level 25th

KOPESH OF JAGGUR

Far across the sea, when the giants raised up the sibeccai from the ranks of the beasts, the first among the new people was a warrior named Jaggur. Jaggur's prowess in battle and devotion to the giants knew no limits, it seemed, although an assassin attempting to kill a giantish prince finally slew him. Somehow, legend has it, when he died, Jaggur's spirit and prowess entered his weapon, a sibeccai kopesh. When the giants and sibeccai journeyed across the eastern sea, the sibeccai commander brought it with him. The weapon was lost, however, when that commander fell in battle against the dramojh in the Rosewood Hills. The kopesh's only known appearance since then was in the hands of a sibeccai bandit king named Tarn the Ravager, who terrorized the Central Plains almost 200 years ago. The sibeccai see this weapon as an important symbol of their heritage and would love to find it again.

The *kopesh of Jaggur* is a +5 *keen, defending, dancing, rapid striking* weapon that grants the wielder a +2 enhancement bonus to Strength and the ability to cast a heightened *greater battle healing* upon himself once per day.

Overwhelming transmutation; Caster Level 20th

LAERON'S JEWELLED EYE

When the faen explorer Namuel Sky rider found a mysterious blue gem, he pronounced it to be the eye of Laeron, god of serendipity. Whether this tale contains any truth remains a mystery, but the gem does indeed possess great powers—and also, seemingly, a curse. Anyone looking through the gem can see the thoughts of others. Peering through the gem at an intelligent individual, the user gains information as if he had used a *read mind* spell (no save allowed), except that he sees the thoughts displayed as images around the individual's head.

Further, the gem's user gains a +1 luck bonus to all attack and damage rolls, saving throws, and checks of any kind. He can use the gem to activate any of the following powers, each once per day: *see invisibility, true seeing, peer through matter*. The user must look through the eye to access the powers.

There is a drawback, however. Each week a character possesses the eye, he must make a Will saving throw (DC 20). If he fails, he wishes only to look through the eye, usually affixing something around his head to hold the

gem in place in front of one eye while covering the other. At this point, the eye begins to show him things that are not there. After two to three days, everything the eye shows him is false. He perceives only a fictional world, rendering him helpless and useless in the real one. Taking the eye away from him at such a time sends him into a terrible rage, causing him to attack anyone and anything around. Only a successful *remove curse* spell returns him to normal.

Overwhelming divination and transmutation; Caster Level 25th; Weight: —

MALLIDARINOS' KNOT

During the war between the giants and the *dramojh*, a small group of *litorian* mage blades and *greenbonds* gathered to do what they could to help their giantish allies. They each created a long strand of thick hemp rope and tied them all together in an elaborate knot during a long and complicated ceremony. The knot, they explained as they granted it to the giantish general Ra-Kesseret, contained all the power of each of the creators, tied together. The powers are unlocked as a person attempts to untie the knot. The knot itself is magical, so even as someone unties it, it works itself into a more difficult knot than before. It is impossible to stop this behavior without destroying the item altogether. Someone wishing to untie the knot and activate a power must make an Intelligence check (DC 20); up to three other characters can use the aid another rules to try to help. This activity takes 1d6 rounds. If successful, the character undoes a bit of the knot and activates one of seven random powers. Roll 1d12 to see what occurs:

d12	Power
1–3	A <i>greater ability boost</i> spell affects all within 30 feet.
4–6	A <i>spell resistance</i> spell affects all within 30 feet.
5–8	A mobile <i>null magic zone</i> is created, centered on the knot.
9–10	An elder elemental appears as if brought by a <i>greater summon major elemental</i> spell cast by the primary untying character.
11	The primary untying character learns the truenam e of a random extraplanar creature.
12	All within 20 feet are affected by a <i>greater immunity</i> spell (95% chance) or a <i>multiple personalities</i> spell (5% chance). This latter, rarer effect represents damage that the knot has sustained over the years.

If anyone attempts to untie the knot more than once in a day, the second attempt takes 1d6 minutes, the next attempt takes 10d6 minutes, the fourth attempt 1d6 hours, and the fifth attempt is impossible. The next day, however, the first attempt goes back to taking 1d6 rounds.

Overwhelming conjuration and transmutation; Caster Level 20th; Weight: 5 lbs.

SLING OF HEAVEN'S SOUL

This +5 *sling* has black leather straps and a pocket woven of silver threads. In the days of the Kingdom of Sennes, a powerful human mage-prince in the Central Plains sought to create a gift for Queen Adrilashe. This mage-prince, Tellialachus, used a potent (and now lost) spell to travel up into the night sky, where he claimed to have breached heaven itself. He used the power he found there to imbue a well-crafted sling with great star-spawned might.

When he returned from his fantastical trip, he realized he did not want to give his creation away. However the queen was already expecting the gift and sent her personal champions to collect it. Tellialachus fled and was never heard from again. The sling, however, surfaced about 10 years later in the hands of a *faen* unfettered, who used it to single-handedly drive off the yeti hordes that came south during the Dark Winter. The *sling of heaven's soul* has surfaced a few times since, and apparently fell into *dramojh* hands for a time. Its current whereabouts remain a mystery.

When the user mentally wills it to be so (a free action), the sling's pocket fills with a sparkling silver orb, glistening and twinkling like a star. When thrown, this star fragment has one of two effects—again, as the user wishes.

1. The star fragment inflicts 10d6 points of damage (plus the sling's +5 bonus and any Strength bonus the wielder might have) to a single target struck.
2. The star fragment explodes on contact, inflicting 6d6 points of damage to all within 20 feet.

Damage inflicted by the star fragment is half fire and half force. The sling can be used only once per round.

Overwhelming evocation; Caster Level 20th

Creatures

The Lands of the Diamond Throne provide a home not just to exotic races and interesting individuals. The realm is filled with all sorts of creatures, some benevolent and some malign. Many are intelligent and not so different from humans, faen, giants, and so on. Others are strange beasts so alien that they can hardly be understood at all. The worst of them are creatures sometimes known as the Legacy of the Dragons—creatures created by the dramojh in their foul workshops, using their own slaves as raw material.

Obviously, the races mentioned in *Monte Cook's Arcana Unearthed* are only the beginning when it comes to the inhabitants of the Lands of the Diamond Throne. This chapter presents a dozen new monsters as well as listing dozens more that you can incorporate from other books, including the MM.

ALABAST

Medium Humanoid (Alabast)

Hit Dice: 1d8–1 (3 hp), dying/dead –1/–8

Initiative: +2 (Dexterity)

Speed: 30 feet

AC: 15 (+2 Dexterity, +3 studded leather jack), touch 12, flat-footed 13

Base Attack/Grapple: +1/+1

Attack: Rapier +3 melee (1d6), or light crossbow +3 ranged (1d8)

Full Attack: Rapier +3 melee (1d6), or light crossbow +3 ranged (1d8)

Face/Reach: 5 feet by 5 feet/5 feet

Special Qualities: Low-light vision

Saves: Fort +1, Ref +1, Will +0

Abilities: Str 10, Dex 15, Con 8, Int 13, Wis 9, Cha 11

Skills: Listen +2*, Ride +6, Search +4*, Sneak +4, Spot +2*

Feats: Intuitive Sense, Weapon Finesse

Environment: Cold or temperate land

Organization: Company (2–4), troupe (11–20 plus two 3rd-level teladans and one leader of 3rd to 6th level), or band (30–100 plus 20 percent noncombatants plus one 3rd-level teladan per 10 adults, five 5th-level iladans, and three 7th-level koradans)

Challenge Rating: 1/2

Treasure: Double standard

Advancement: By character class

Level Adjustment: +0

**Includes a racial bonus.*

Alabasts could almost pass for humans, except for their snow-white skin, hair, and eyes. They have thin, angular features, slight physiques, and pointed ears like a faen's. These humanoids are not natives of this world, but instead were brought here hundreds of years ago in a dramojh experiment: The dramojh tore an entire city, Kellest Minos, from the alabast homeworld and brought it to Serran—specifically to the center of a wide plain in Thartholan. Since that time, the 10,000 alabasts in Kellest Minos, and their descendants

after them, have done what they could to find and return to their world, but without fruition.

Alabasts express very little emotion and speak only when absolutely necessary. They act aloof and arrogant in the company of other races. Every alabast is convinced that he or she is more important than the folk of this world in which they find themselves. They resent and feel distaste for the realm and everything in it, but it is a quiet, brooding resentment.

While not actually nocturnal, alabasts dislike direct sunlight and do not care for wide open spaces. Thus, the placement of Kellest Minos was a particularly cruel twist of fate (this pyramid-city stood within a thick, ancient forest on the alabast homeworld). As they prefer to stay in enclosed, shaded areas, they have attempted to grow a forest around their displaced city, with only marginal success.

Alabasts speak their own language, although many have learned one or more local tongues, especially Common. Their lifespan is about as long as a human's, but despite their similar appearance and physiology, they cannot breed with humans.

The information in the statistics above is for a 1st-level alabast warrior.

COMBAT

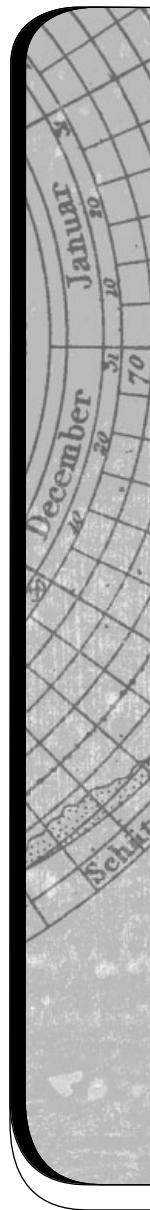
Not particularly combative, alabasts fight savagely to defend themselves or drive away outsiders (which to them means everyone). They favor ranged attacks and magic over standing toe-to-toe with an opponent in melee. They attempt to use their mobility and natural grace to their advantage when fighting.

Skill Bonuses: All alabasts gain a +2 racial bonus to Search, Spot, and Listen checks.

ALABAST SOCIETY

Alabasts value individual freedom, peace, and quiet (and for many, solitude). They consider themselves superior to other races, but among themselves treat each other with a calm, distant respect. Although no alabast alive remembers their former world, almost all of them want to leave Serran and return home.

Alabast society is based entirely on merit—the better you are at what you do, the more prestige and authority you have. (To put it another way, the higher level you are, the more influential you are.) They call unfettered individuals *teladans*, mage blades *iladans*, and warmains *koradans*. When they came to this world, they had no other classes (other than warrior, expert, and commoner). Some have learned witchery and even the magical approach of the magister since their arrival.



The alabast king and queen who rule from Kellest Minos are the most skilled alabast and his or her spouse. Duels and contests for rulership are not uncommon, but usually come up only when the monarch vacates the position. Alabasts are not schemers or craven powermongers. Among their own kind, they are quite polite and congenial, though unemotional. They are not artistic except for their architecture, which incorporates intricate frosted glass. Alabasts do not care for elaborate ritual, celebrations, or large gatherings.

Most of the alabast population can be found in and around Kellest Minos. However, small groups have spread north and east to occupy isolated areas. These explorers seek either more hospitable surroundings, freedom from the crowded city, or the possibility of discovering a way home. Perhaps all three.

ALABAST CHARACTERS

Alabast characters are usually unfettered, mage blades, or war-mains. A select few (who have had experience with non-alabasts) are witches, particularly winter witches.

ALABAST ENCOUNTER (EL VARIES)

The PCs, while on an urgent mission in a remote section of woodland, accidentally wander into territory claimed by a band of alabasts. The alabasts approach the characters and one—who can speak Common—tells them in no uncertain terms that they are trespassing and must leave. The PCs, however, must get through this territory to complete their mission. The characters can choose to sneak through the area, fight their way through, or reach an agreement with the quiet yet obstinate alabasts.

CHORRIM

Large Giant

Hit Dice: 4d8+8 (26 hp), dying/dead –3/–15

Initiative: +0

Speed: 30 feet (breastplate), base 40 feet

AC: 18 (–1 size, +4 natural, +5 breastplate), touch 9
flat-footed 18

Base Attack/Grapple: +3/+11

Attack: Masterwork dire giant's sword +9 melee (2d8+12), or
masterwork mighty giant's bow +3 ranged (2d6+5)

Full Attack: Masterwork dire giant's sword +9 melee
(2d8+12), or masterwork mighty giant's bow +3 ranged
(2d6+5)

Face/Reach: 5 feet by 5 feet/10 feet

Special Qualities: Darkvision 60 feet, +1 AC against foes with
swords, natural tactician, well-trained

Saves: Fort +6, Ref +1, Will +1

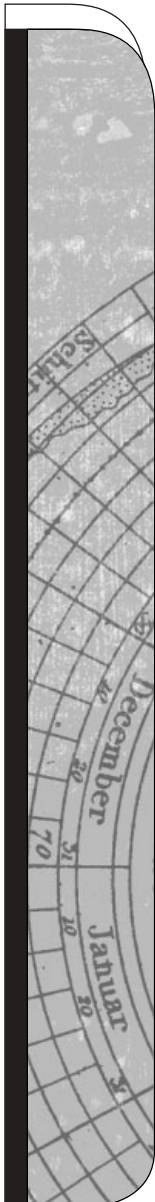
Abilities: Str 20, Dex 10, Con 15, Int 11, Wis 10, Cha 9

Skills: Climb +6, Ride +8*, Spot +5

Feats: Exotic Weapon Proficiency (Heavy)*, Fleet of Foot,
Natural Swordsman, Weapon Focus (giant's sword),
Weapon Specialization (giant's sword)*

Environment: Any land or underground

Organization: Solitary, pair, unit (2–4), squad (5–8 with one



4th-level squad leader), division (80–100 with 10 4th-level squad leaders, five 6th-level sergeants, three 7th-level commanders, two 9th-level captains, and one 10th-level colonel), or army (500–1,000, with 50 4th-level squad leaders, 25 6th-level sergeants, 15 7th-level commanders, 10 9th-level captains, five 10th-level colonels, and one 14th-level general)

Challenge Rating: 3

Treasure: Standard

Advancement: By character class

Level Adjustment: +2

** Includes a racial bonus or bonus feat.*

Tall and forbidding, but not necessarily hideous or monstrous, the chorrims are large, militaristic, giantlike creatures.

Chorrims stand 8 to 9 feet tall and weigh 350 to 400 lbs. Their completely hairless, smooth skin is an extremely light shade of green, and their facial features look stern but not uncomely. They have large and pointed ears.

This militaristic race values skill and strength in battle. Chorrims are extremely domineering. If they cannot control something, they would rather see it destroyed. For example, a chorrin who comes upon a cache of magical scrolls is more likely to burn them in a pyre than anything else—he cannot use them, but they could be used against him, thus they should be destroyed.

With the exception of a few rogues or outcasts, all chorrims are united into a single military structure. There are no independent tribes or groups of chorrims outside the standard hierarchy. Long ago, the chorrims were far more numerous. Their supreme leader, called a war marshal, was well on his way to leading his people to conquering the lands now under the dominion of the Diamond Throne. However, at about the same time the dramojh invaded, defeating not only the humans, the faen, and others, but the chorrims as well (in a war few nonchorrims know anything about). Only now are they recovering from their losses. In the new world order, chorrims hate the giants for conquering the lands they covet. The chorrims' ultimate plans almost certainly involve eventually overthrowing and expelling the giants from this continent.

Chorrims speak Common, although they use a set of idiosyncratic military commands that only they understand.

COMBAT

For the chorrims, fighting is life. They always equip themselves with well made and cared-for weapons and armor. They value strategy and tactics and like to fight battles on their own terms. They are not afraid to retreat or surrender if the battle goes against them.

Skills and Feats (Ex): All chorrims gain a +4 racial bonus to Ride and have the Exotic Weapon Proficiency (Heavy) and Weapon Specialization feats for free.

Natural Tactician (Ex): Chorrims gain a +1 circumstance bonus to all attack rolls for an entire encounter against any foes that were surprised at the beginning of the encounter.



This benefit springs from their ability to use their own advantages and their foes' disadvantages to maximum effect.

Well-Trained (Ex): All attempts to intimidate a chorrin suffer a +6 circumstance modifier to the check's Difficulty Class.

CHORRIM SOCIETY

Chorrin society resembles a military order more than anything else. Everyone is treated as a soldier, although some individuals (weaponsmiths, food gatherers, pregnant females, and so on) are more like "support troops." Child rearing is handled like military training, in hidden camps separate from the rest of the adults.

Thanks to this military structure, chorrin society has become extremely stratified. Everyone has a rank, with privileges based on that rank. Higher-ranking chorrims get better equipment, larger shares of plunder, better food, and mating privileges. (Chorrims even control who can mate with whom

in order to ensure strong offspring and to make certain the ranks never swell beyond their capacity to supply and control. Although they see the obvious advantages in numbers, they still prefer a smaller, elite force over a large, untrained, uncontrollable one.)

Chorrim ranks include, in ascending order: Soldier, Trooper, Elite Trooper, Squad Leader, Sergeant, Commander, Captain, Colonel, General, and War Marshal.

Chorrim make no distinctions based on gender—everyone is part of the troop. Those too old or weak to fight (due to injury, birth defect, and so on) become exiles left to fend for themselves. A few survive on their own, but most do not. Some even come to human or giant cities and attempt to assimilate themselves into life there, but most have too much hatred and pride.

Chorrim prize mounts large enough to carry them, especially the coveted wyverns. Most chorrim above 10th level have wyvern mounts. Others ride radonts (see page 85), mastodons, or triceratops.

The leader of all chorrim is War Marshal Rasham. This 20th-level warmain has altered himself to become Huge rather than Large. A roc serves as his personal mount.

THE TAINTED

Chorrim hate spells and spellcasters. They feel spells are too difficult to control and rely on—they hate wild cards. Nevertheless, a few do develop the aptitude for casting spells. The chorrim name these spellcasters “the tainted” and virtually ostracize them. Some manage to hide or ignore the taint; others cannot. Fear and prejudice sometimes lead these unfortunates to death or exile at the hands of their brethren. A very small few demonstrate a command of magic strong enough not only to warrant their inclusion in chorrim society but to make them valuable spies or support personnel.

CHORRIM CHARACTERS

Chorrim often have warrior levels, and some have warmain levels. Chorrim above the rank of soldier always have at least one warrior or warmain level. Chorrim above the rank of sergeant always have at least one warmain level.

CHORRIM ENCOUNTER (EL 9)

The PCs need supplies and consult their map, discovering that a small faen hamlet lies nearby. They should be able to do some trading there. However, a few days previous, a chorrim squad (six soldiers and a squad leader) showed up with orders to clear out the faen community because it lay too near where they wanted to build a new fortress. The characters find that the brutes have slain many faen, burned homes, and threatened the rest with death if they did not leave the area by the time they returned two days hence. The PCs now have very little time left to help these beleaguered folk, who offer them as much wealth as they can scrape together in reward—about 2,000 gp worth of various goods.

CYCLOPS

Huge Giant

Hit Dice: 16d8+112 (184 hp), dying/dead –8/–25

Initiative: +0

Speed: 40 feet

AC: 19 (–2 size, +8 natural, +3 hide), touch 8, flat-footed 19

Base Attack/Grapple: +12/+29

Attack: Huge dire greatclub +21 melee (2d8+18), or thrown rock +12 ranged (2d8+16)

Full Attack: Huge dire greatclub +21/+16/+11 melee (2d8+18), or thrown rock +12 ranged (2d8+16)

Face/Reach: 10 feet by 10 feet/15 feet

Special Attacks: Rock throwing, rock thrust

Special Qualities: Low-light vision, hard to control

Saves: Fort +17, Ref +5, Will +5

Abilities: Str 32, Dex 10, Con 25, Int 7, Wis 11, Cha 8

Skills: Climb +14, Listen +11

Feats: Cleave, Exotic Weapon Proficiency (Heavy), Power Attack, Power Charge, Resistance to Poison, Stomp, Stunning Blow

Environment: Any land or underground

Organization: Solitary, pair, or gang (3–8)

Challenge Rating: 10

Treasure: Standard

Advancement: By character class

Level Adjustment: +4

The presence of cyclopes in the Lands of the Diamond Throne supports a theory that some sages have developed: In a prehistorical period, giants inhabited this continent, before leaving for the east or otherwise disappearing or dying off. This theory arises because cyclopes—clearly related to giants—are natives of the realm. Giants claim to have legends about these horrific creatures in their own homeland, but no giant in recorded history had ever seen one until they came here.

Cyclopes are bestial giants with a single eye in the middle of their foreheads. They exhibit no traits common among giants except for size and strength. Still, giants look upon cyclopes as an embarrassment at best and an abomination at worst. Most giants attack them on sight, as vice versa (although cyclopes attack almost everything on sight). Cyclopes often walk stooped over (the better to stalk prey). They are usually bald, although their brown, leathery bodies often sprout copious amounts of light-colored hair.

These voracious creatures always seem hungry. They spend virtually all their waking hours hunting and foraging. Omnivorous, they prefer fresh meat in large quantities. Cattle and sheep herders fear a wandering cyclops more than almost any other danger, for even one can decimate a herd quickly.

Cyclopes speak little and poorly, but when they do, they speak Common. They are always Unbound.

COMBAT

A typical cyclops has no knowledge of tactics. It charges into battle bashing things with its club. Prey beyond charging range usually finds itself the recipient of a thrown rock attack.

Rock Throwing: Cyclopeses have a +2 racial bonus to attacks made with a thrown rock. These rocks weigh 60 to 80 lbs. and have a range increment of 120 feet. They can be thrown up to five range increments.



Rock Thrust: Rather than treating them as a ranged attack, rocks hurled straight by a cyclops in this manner fly with such force that you should treat them as an area attack—a line 100 feet long and 5 feet wide. Anyone in this area must make a Dexterity saving throw (DC 18) or suffer the thrown rock damage (2d8 + 17). Success results in no damage.

Hard to Control (Ex): Cyclopeses gain a +4 racial bonus on all saving throws against enchantment spells. Further, when attempting to use Diplomacy or Intimidate on a cyclops, the check's Difficulty Class carries a +4 circumstance modifier.

CYCLOPS CHARACTERS

Rarely, a cyclops gains the wherewithal to learn additional skills and abilities. These creatures usually become warriors, or even more rarely, warmains.

CYCLOPS ENCOUNTER (EL 10)

While making their way across a hilly terrain, the PCs come upon a homestead near the road, in ruins. The small house is smashed in from the roof down, fences are broken, and no one is in sight. No people, no livestock—just the occasional bloodstain and some very large tracks leading into the wilderness. The devastation appears recent. Characters wishing to investigate or avenge this attack can follow the trail easily back to a cave where a cyclops had holed up. Those who press on continue to find more signs of destruction and death until they run afoul of the hungry beast itself.

DARK WARDEN**Large Giant**

Hit Dice: 12d8+84 (138 hp), dying/dead: -8/-24

Initiative: +1 (Dexterity)

Speed: 40 feet

AC: 20 (-1 size, +1 Dexterity, +10 natural), touch 10, flat-footed 19

Base Attack/Grapple: +8/+19

Attack: Large +1 longsword +18 melee (2d6+11)

Full Attack: Large +1 longsword +18/+13 melee (2d6+11)

Face/Reach: 5 feet by 5 feet/10 feet

Special Attacks: Spell-like abilities

Special Qualities: Low-light vision, shadow meld, tremorsense (100 feet), warden sense

Saves: Fort +15, Ref +5, Will +9

Abilities: Str 26, Dex 13, Con 24, Int 17, Wis 21, Cha 18

Skills: Climb +14, Listen +11

Feats: Cleave, Infuse Weapon, Power Attack, Stomp, Weapon Focus (longsword), Weapon Specialization (longsword)

Environment: Any land

Organization: Solitary

Challenge Rating: 8

Treasure: None (other than sword)

Advancement: By character class

Level Adjustment: +4



Their name is deceiving—the “dark warden” sounds like it might be a figure representing the Dark itself. They are not, but nonetheless one should never consider them lightly. They may not be inherently malevolent, but these dangerous beings are not to be trifled with.

Dark wardens are giants who, through ceremonies and other mysterious processes (including a profound act of will) give up their normal lives and transform themselves into a different type of creature. Most such giants commit this fundamentally shocking act because their need to protect the land becomes so great that they believe they require more power to do so.

In any event, they lose whatever skills, feats, and levels they had previously to become dark wardens. Now utterly alone, stripped of the trappings of civilized life, they wander the wilderness. Or rather, they patrol the wilderness. Dark wardens exist for one purpose: to watch over the land. They take this duty so seriously that they pose a real threat to civilization. They oppose the encroachment of cities, the carving out of mines, the chopping away of forestland. They hate the use of magic that might threaten the natural way of things—anything from destructive spells like *sorcerous blast* to the summoning of unnatural creatures.

Dark wardens scour the land of beings of dramojh creation (they hate mojh as well) and destroy any of their devices, constructs, or buildings. They also hate dragons, chorrim, rhodin, hags, undead, and other creatures who have no regard for the land. Most people think of them as a virtual force of nature—no matter who you are, you can never know if a dark warden will be an ally or a foe.

In appearance, dark wardens look like wild giants with shadowy bodies. Only very rarely will one ever see a dark warden, and even then people never get a good, close look at them. All dark wardens carry silver magical longswords (sized for them) as a sort of badge. These weapons bear symbols of the moon.

Dark wardens operate mostly at dusk and at night, and always alone. Most people believe there to be only a few dozen of them in the world. They speak Giant and Common.

COMBAT

Dark wardens fight defensively—when attacked, they retreat to a defensible spot if possible. Most of their spell-like abilities are utility spells, so if given the chance, they cast *spirit of prowess* and move in to attack with the longsword. Dark wardens only fight to the death if defending a site or creature they consider vital. Otherwise, they use their shadow meld power to retreat from a losing battle.

Spell-Like Abilities (Sp): At will—*aid plants, cloak of darkness, detect creature, detect disease, detect poison, hygiene, scent bane*; 3/day—*lesser compelling question, greater creation, detect magic, invisibility, greater repair, greater transfer wounds*; 1/day—*dispel magic, lesser beastskin, spirit of prowess, telepathy*. These abilities are as the spells cast by a 10th-level greenbond (save DC 15 + spell level).

Shadow Meld (Su): Dark wardens can transform their bodies into shadowy forms at will as a move-equivalent action (it is also a move-equivalent action to transform back). In this incorporeal form they can take only move or move-equivalent actions but gain a +20 circumstance bonus to Sneak checks.

Warden Sense (Su): Dark wardens have an uncanny awareness of themselves and of everything around them. They cannot be surprised, caught flat-footed, or flanked and become instantly aware of traps, dangerous in-place spell effects, and runes within 25 feet.

DARK WARDEN CHARACTERS

Dark wardens lose all levels and character abilities they possessed as giants. However, once in dark warden form, they can gain character class levels. Most such individuals are greenbonds, although they also may choose totem warrior and unfettered levels as well.

DARK WARDEN ENCOUNTER (EL 8)

The PCs stand at the edge of a small town at dusk. All is very still. They hear no sounds from the nearby woods. Suddenly, one of them spots a large figure standing in the shadows, among the trees, looking out at the town. The creature makes no move, but melts back into the shadows.

Later, as the characters leave town, they sense they are being followed—perhaps even watched. From that moment, they have drawn the vigilant attention of a dark warden. This figure currently watches over a hidden forest spring of magical liquid, whose enchanted waters have healed a number of sick animals. If the PCs approach the spring, the dark warden appears (at a distance) and warns them off in a deep, unnerving whisper that they nonetheless hear from 200 feet away. If they do not heed the warning, the dark warden fights to keep them from the spring—unless they somehow prove they will do no harm.

DREAM HUNTER

Medium Magical Beast

Hit Dice: 4d10 (22 hp), dying/dead -1/-10

Initiative: +3 (Dexterity)

Speed: 30 feet

AC: 17 (+3 Dexterity, +4 natural), touch 13, flat-footed 14

Base Attack/Grapple: +4/+4

Attack: Tongue stab +7 melee (1d6)

Full Attack: Tongue stab +7 melee (1d6)

Face/Reach: 5 feet by 5 feet/5 feet

Special Attacks: Sleep gaze, improved grab, constrict 1d6 and 1 Wisdom

Special Qualities: Immune to gaze attacks, dream tracking, sense dreamer, scent

Saves: Fort +4, Ref +7, Will +4

Abilities: Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11

Skills: Listen +5, Sneak +7

Feats: Iron Will, Night Owl, Weapon Finesse

Environment: Warm plains or desert

Organization: Solitary, pair, or pack (4–13)

Challenge Rating: 3

Treasure: None

Advancement: 5–7 HD (Medium), 8–12 HD (Large)

Level Adjustment: +3

The dream hunter is an intelligent, houndlike being that can sense other creatures while they dream. It developed this power to hunt efficiently, which makes it a devastating and brutal foe with a relentless means of following prey over long distances.

Dream hunters have tight blood-red flesh wrapped around their gaunt bodies. They almost look like red skeletal dogs, with a more massive head and forequarters than those of most dogs. They travel in packs, feasting on the brains of their prey and leaving the rest of a kill to rot in the sun.

Dream hunters are smart enough to stay on the fringes of civilization, although some powerful hunters capture them and force them to work as trackers.

They speak no language but can understand much of the common tongue.

COMBAT

Dream hunters operate in packs, always at night. They launch into combat with their gaze attacks, and then move in to grapple with their tongues.

Sleep Gaze (Su): When the dream hunter wishes, it can activate a gaze attack with a range of 60 feet. It puts living creatures to sleep for 10 rounds, unless they succeed at a Will save (DC 12).

Improved Grab (Ex): To use this ability, the dream hunter must hit an opponent of up to Large size with its tongue stab attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it establishes a hold, it can constrict.

Constrict (Ex): A dream hunter deals 1d6 points of damage with a successful grapple check against Large or smaller creatures.

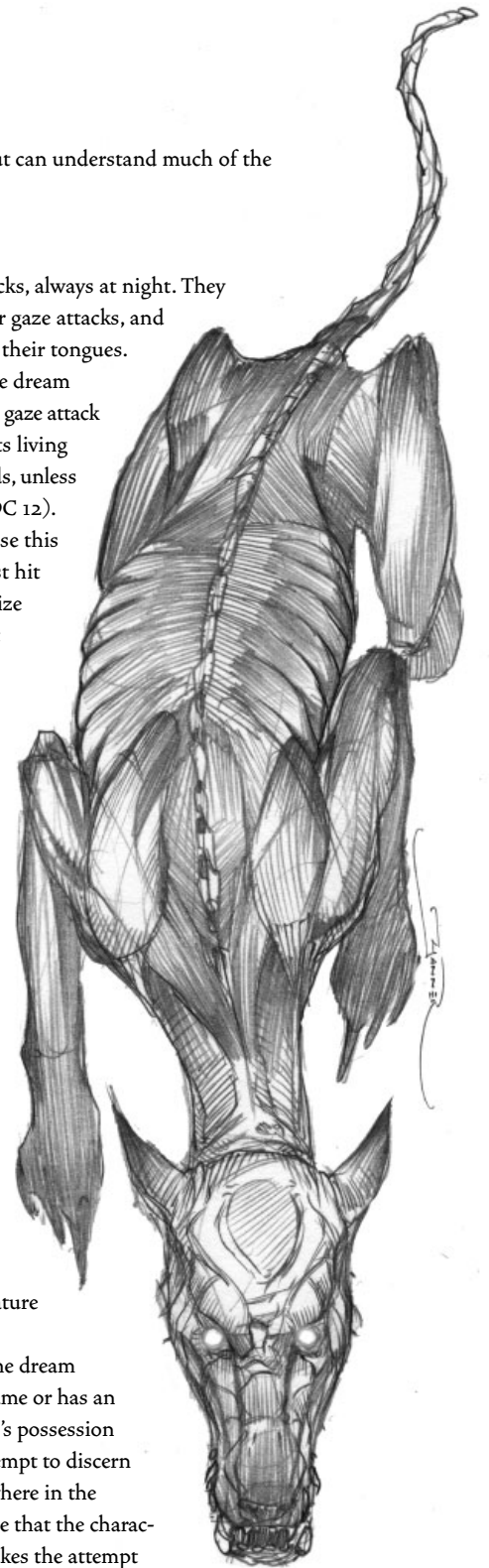
Wisdom Drain (Su): During a grapple, saliva on the dream hunter's tongue deals 1 point of temporary Wisdom damage to a constricted foe.

Immune to Gaze Attacks (Su): A magical membrane over a dream hunter's eyes renders the creature immune to gaze attacks.

Dream Tracking (Su): If the dream hunter knows a character's name or has an item that was in the character's possession for at least an hour, it can attempt to discern that character's location anywhere in the world. The only limitations are that the character must be asleep when it makes the attempt and must fail a Will saving throw (DC 12). Effects that block divinations also block this divinatory ability.

If the dream tracker knows a character's truenome, no saving throw is allowed.

Sense Dreamer (Su): Even if the dream hunter has no special knowledge or connection to a creature, it can sense a sleeping creature within 250 feet at will, discerning its exact location. Effects that block divinations also block this divinatory ability.



DREAM HUNTER ENCOUNTER (EL 8)

The PCs are after an akashic kidnapped by the mercenaries of a powerful warlord who wants some information that only the akashic knows. Little do they realize that the warlord's rival—a powerful champion of darkness—wants this akashic as well. She doesn't know where the akashic is or how to find him, but she knows the characters are looking for him. So she sends a pack of four trained dream hunters to find the party.

The PCs begin to have disturbing dreams of being chased while they themselves chase the kidnappers, hoping to intercept them before they reach the warlord's castle. If they do recover the akashic, the dream hunters and their 5th-level unfettered handler move in to take him away from his rescuers.

HARRID**Medium Monstrous Humanoid**

Hit Dice: 4d8+8 + 1d8+2 (32 hp), dying/dead -3/-15

Initiative: +2 (Dexterity)

Speed: 30 feet

AC: 14 (+2 Dexterity, +2 natural), touch 12, flat-footed 12; or 16 (+2 Dexterity, +2 natural, +2 long shield), touch 12, flat-footed 14

Base Attack/Grapple: +4/+7

Attack: Claw +7 melee (1d4+3), or scimitar athame +8 melee (1d6+4), or mighty composite longbow (+3) +6 ranged (1d8+3)

Full Attack: 2 claws +7 melee (1d4+3), bite +2 melee (1d6+1); or scimitar athame +8 melee (1d6+4); or mighty composite longbow (+3) +6 ranged (1d8+3)

Face/Reach: 5 feet by 5 feet/5 feet

Special Attacks: Poisoned weapons, spell-like abilities, magic drain, athame

Special Qualities: SR 15

Saves: Fort +3, Ref +6, Will +3

Abilities: Str 16, Dex 14, Con 15, Int 16, Wis 9, Cha 17

Skills: Alchemy +10, Knowledge (ceremony) +5, Knowledge (history) +5, Knowledge (magic) +5, Knowledge (runes) +5, Sneak +9, Spellcraft +9, Spot +6

Feats: Corrupt Mage, The Voice, Modify Spell

Environment: Warm land

Organization: Solitary, band (5–8), clutch (8–18 plus one leader of 2nd to 5th level), or clan (20–200 plus 10 3rd-level mage blades, five 5th-level runethanes, and one magister leader of 5th to 9th level)

Challenge Rating: 5

Treasure: Double standard

Advancement: By character class

Level Adjustment: +3

Harrids are degenerate avian creatures who literally thrive on magic. They long ago gave up food and drink, in fact, and now subsist entirely on magic. These crafty and ingenious spellcasters love to use poisoned weapons (and poison of all kinds). Many of the worst poisons in the world are harrid concoctions.

Harrids are humanoids that stand about 5 to 6 feet tall. Their bodies are hairless, although some sprout thin tufts of coarse feathery down. Twisted, skeletal arms hang low and end in surprisingly nimble four-fingered claws. The small head atop a thin, almost spindly neck, sports a curved beak and two large, sunken eyes. They have been likened to sickly, deformed vultures. Their thin, warped bodies betray their strength and agility.

These creatures hail from the continent to the southwest, across the Sonish Sea. Fair sailors, they use long galleys crewed by humanoid slaves at the oars. They come to the magic-rich shores of the Lands of the Diamond Throne seeking enchantments and magic items to steal and magical locations to drain (like power cysts; see page 24). They have already drained their own land of such sites, and they want more.

Though contemptuous and selfish, harrids are not cruel for cruelty's sake. However, they are not beyond torturing captives to gain something they need. They have no pity, no empathy for others. Harrids even seem contemptuous of each other and frequently squabble among themselves.

Harrids speak their own grating language, but about half also speak Common and Giant.

The statistics here are for a 1st-level mage harrid.

COMBAT

Poisoned Weapons (Ex): Harrids always poison their weapons with toxins of their own making. These poisons have a Difficulty Class of 16, with initial damage of 1d3 points of temporary Constitution, and secondary damage of 1d4 points of temporary Constitution. Some harrids have even worse poisons.

Harrids sometimes wear envenomed tips on their claws, making even their natural weapons toxic.

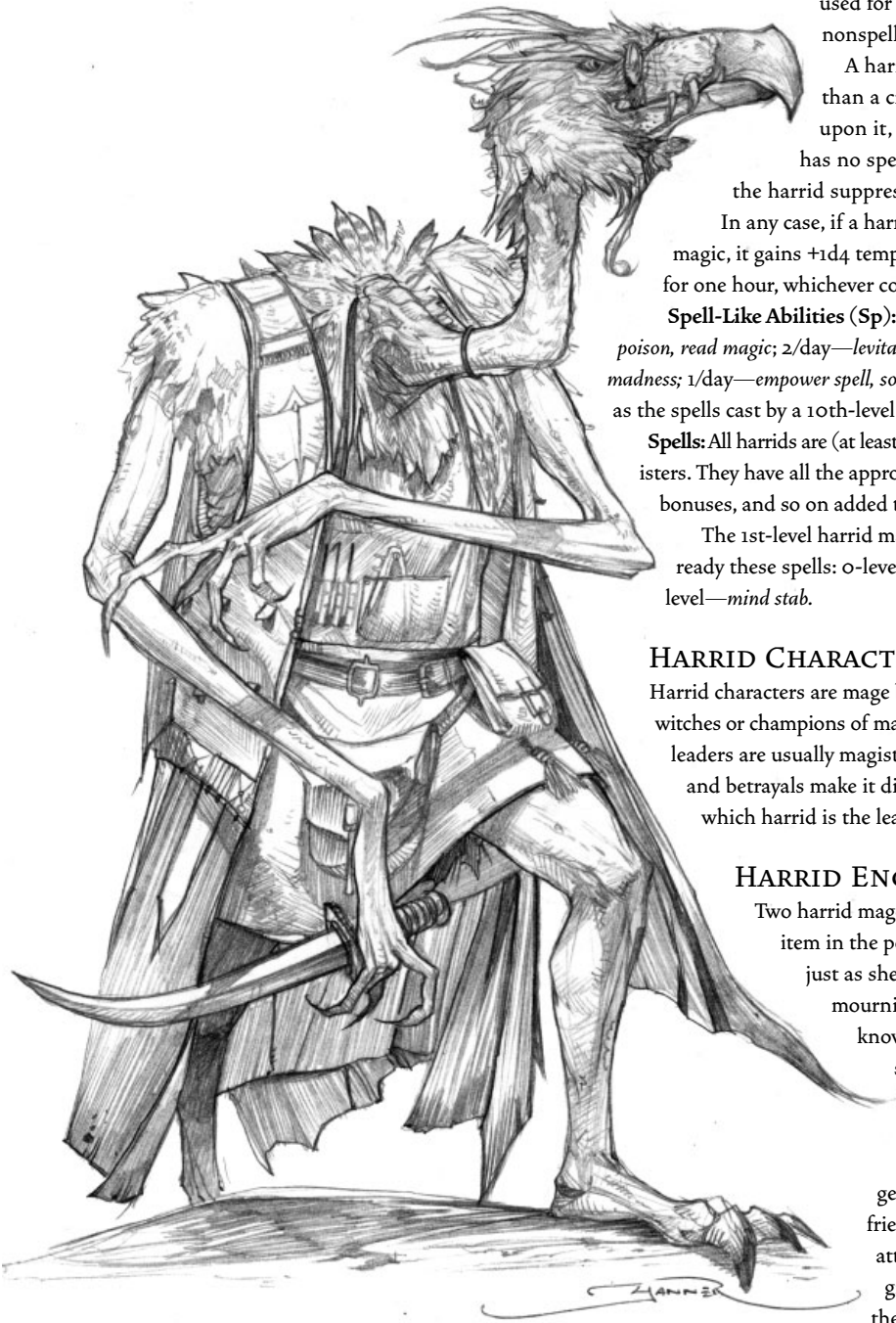
Magic Drain (Su): With a touch attack, a harrid can drain and consume magic. Should the harrid touch a creature with a spell effect cast upon it, it dispels the effect (the highest-level effect, if multiple spells are operative). If the creature is a spellcaster but has no spells active upon it, the harrid drains its highest-level spell slot still available, as if the slot were

Tharis Root

Found in isolated mountain vales and wind-blown hilltops, the root of the blue-flowered tharis plant can aid those on the run from dream hunters. When boiled and made into a broth, the brew allows those who drink it to go without dreams the next time they sleep. This effect lasts about 24 hours.

There is a danger, however. Every consecutive day after the first day of using tharis root, a character must make a Will saving throw (DC 15 + the number of dreamless days). Failure means the character suffers 1d6 points of Wisdom damage.

Tharis root costs about 10 gp per dose if bought rather than found. A few recorded instances mention that the brew was used as a slow, insanity-inducing poison to unwitting victims who thought they were drinking merely a bitter tea.



used for that day. This ability has no effect upon nonspellcasters with no spells active upon them.

A harrid can choose to touch an item rather than a creature. If the item has a spell effect upon it, it is drained just like a character's. If it has no spell effects upon it but it is a magic item, the harrid suppresses the item's powers for 1d4 rounds.

In any case, if a harrid successfully drains some kind of magic, it gains +1d4 temporary hit points. They last until lost or for one hour, whichever comes first.

Spell-Like Abilities (Sp): At will—*analyze, detect magic, detect poison, read magic*; 2/day—*levitate, read mind, see invisibility, whisper of madness*; 1/day—*empower spell, sorcerous guise, telepathy*. These abilities are as the spells cast by a 10th-level magister (save DC 13 + spell level).

Spells: All harrids are (at least) 1st-level mage blades, runethanes, or magisters. They have all the appropriate abilities, saving throws, base attack bonuses, and so on added to their 4 HD of "monstrous humanoid."

The 1st-level harrid mage blade presented here normally would ready these spells: 0-level—*bash, canny effort, saving grace*; 1st-level—*mind stab*.

HARRID CHARACTERS

Harrid characters are mage blades, runethanes, or magisters. Harrid witches or champions of magic are not unheard of, though rare. Their leaders are usually magisters—although their continual infighting and betrayals make it difficult for an outsider to ever really know which harrid is the leader of a group at any given time.

HARRID ENCOUNTER (EL 6)

Two harrid mage blades intend to steal a powerful magic item in the possession of a litorian champion of life just as she is about to undergo a long ceremony of mourning for her dead mother. The champion knows the harrids want the magic item, so she attempts to hire the PCs to watch over her and her possessions while she takes part in the daylong ceremony.

The harrids use *sorcerous guise* to try to get in close, pretending to be litorian friends of the champion. They may even attempt to offer the characters poisoned gifts. If the PCs see through the disguise, the harrids attack, using their poisoned weapons and magic.

INSHON

Medium Monstrous Humanoid

Hit Dice: 3d8+6 (19 hp), dying/dead -3/-15

Initiative: +5 (Dexterity, Improved Initiative)

Speed: 30 feet, swim 40 feet

AC: 16 (+1 Dexterity, +5 natural) touch 11, flat-footed 15

Base Attack/Grapple: +3/+6

Attack: Claw +5 melee (1d6+3)

Full Attack: 2 claws +6 melee (1d6+3), bite +1 melee (1d8+1); or masterwork longsword +7 melee (1d8+3); or mighty composite longbow (+3) +4 ranged (1d8+3)

Face/Reach: 5 feet by 5 feet/5 feet
Special Attacks: Poison secretion, disease
Special Qualities: Mutation, goggle-eyes, leaping
Saves: Fort +3, Ref +4, Will +2
Abilities: Str 17, Dex 12, Con 15, Int 4, Wis 8, Cha 11
Skills: Jump +11*, Search -1*, Spot +7*
Feats: Fast Healer, Improved Initiative, Speed Burst

Environment: Warm or temperate land
Organization: Solitary, raiding party (3–8), or tribe (10–60 plus four of 4–6 HD, and one master of at least 7 HD)
Challenge Rating: 2
Treasure: Standard
Advancement: 4–6 HD (Medium), 7–12 HD (Large)
Level Adjustment: +2

**Includes a racial bonus.*

Nearly mindless, inshons are despicable amphibious brutes. These goggle-eyed, wide-mouthed, hunched, slick-skinned humanoids often have strange mutations: four arms, extra eyes, odd coloration, bizarre skin excretions, and worse. Even the nonmutated specimens secrete harmful substances, spread disease, and deal death and destruction as a way of life.

Inshons live only to eat and breed. To accomplish this, however, they feel they must be the highest order of life in a given area. Thus, if they encounter virtually any living creature, they attack it, considering it either food or a threat—or both. Their need to wipe out perceived competitor species extends even further: They delight in murder and revel in destroying anything created by another species (although a few of the smarter inshons sometimes take weapons or usable gear). Villages devastated by inshons offer no survivors, and the creatures leave standing not a single wall.

People think of inshons more as a plague than anything else. When they move into a new area, it is like an infestation; unless the locals can wipe out every single individual, the plague returns. Inshons spawn mature very quickly and hatch in clutches of dozens or hundreds. Many of the newborns are so malformed that they do not survive long, but the population nevertheless renews itself in a matter of months. Many communities place small bounties on inshons to keep their numbers down.

Inshons neither build nor make anything. They live along the water's edge and sit on rocks or amid reeds while resting, which is about three quarters of their existence. The rest of the time they spend scavenging or hunting for food. While omnivorous, they prefer meat.

Inshons appear able to adapt quickly to either fresh or salt water.

Some inshons speak a few words of Common or another language they have picked up, depending on where they live—Giant, Faen, Verrick, and so on. Most inshons do not speak, they just emit guttural croaks as warnings, cries of pain, or shouts of anger.



COMBAT

Inshons are not smart enough to employ tactics of any kind. When they attack, they simply hope to overwhelm their foes with strength and numbers. They bash and bludgeon an opponent until it is dead—and sometimes long after it is dead.

Poison Secretion: An inshon's oily flesh is coated in a clear, greasy secretion. Anyone touching (or touched by) an inshon must succeed at a Fortitude saving throw (DC 13) or suffer a -1 penalty to attacks, checks, and saves for 1d4 minutes.

Disease: One in three inshons carries a disease. Anyone within 5 feet of the creature for more than 2 rounds must succeed at a Fortitude saving throw (DC 13) or suffer 1d2 points of temporary Constitution damage per day, starting two days after the infection. (Inshons can carry other random diseases instead of this one, as the DM decides.)

Goggle-Eyes: Inshons gain a $+2$ racial bonus to Spot and Search checks. They suffer a -2 penalty to saves against any blinding attack or effect or any other visual-based attack or effect.

Leaping: Inshons receive a $+8$ racial bonus to Jump.

INSHON MUTATIONS

One in four inshons encountered are mutants. To determine the mutation, roll on the following chart:

d%	Mutation
01–05	<i>No eyes:</i> No Spot score, blind (50% miss chance on all attacks, immune to visual-based attacks or effects). -1 CR.
06–12	<i>Only one arm:</i> Has only one claw attack.
13–30	<i>Strange color:</i> Black, brown, red, purple, green, mottled.
31–40	<i>Vestigial limb:</i> Useless arm or leg hangs limply.
41–50	<i>Extra eyes (1d4):</i> Gains a $+2$ bonus to Search and Spot checks.
51–55	<i>Variant poison excretion:</i> Fortitude save (DC 13), initial damage 1 point temporary Dexterity, secondary damage 1 point temporary Dexterity; $+1$ CR.
56–60	<i>Variant poison excretion:</i> Fortitude save (DC 13), initial damage 1 point temporary Strength, secondary damage 1 point temporary Strength; $+1$ CR.
61–65	<i>Variant poison excretion:</i> Fortitude save (DC 13), initial damage 1 point temporary Constitution, secondary damage 1 point temporary Constitution; $+1$ CR.
66–70	<i>Variant poison excretion:</i> Fortitude save (DC 13), initial damage 1 point temporary Constitution, secondary damage 1d2 points temporary Constitution; $+1$ CR.
71–73	<i>Two mouths:</i> Extra mouth somewhere on body allows extra bite attack.
74–85	<i>Extra arm:</i> Extra claw attack becomes part of its full-attack routine.
86–95	<i>Two extra arms:</i> Two extra claw attacks become part of its full attack routine; $+1$ CR.
96–99	Roll again twice, ignoring results over 95.
00	Roll again three times, ignore results over 95.

INSHON ENCOUNTER(S) (EL 5 EACH)

Three inshons wander into the PCs' camp while they sleep outdoors one night. The creatures attack immediately. After the characters defeat them or drive them off, they come under attack again by three more. These attacks are relentless, until the PCs follow the inshons' crude trail of death and destruction back to their waterside lair. The party must destroy not only the inshons they encounter but any eggs they may find, or these horrid things will just keep coming.



RADONT

Radonts look like massive horses. Not simply taller than normal horses (most stand 8 feet high at the shoulder, 12 at the head), they also have thicker, sturdier legs and broader, almost barrel-like torsos. A typical radont measures 10 to 12 feet long. No human or other Medium humanoid could ever hope to ride a radont—but a giant, a chorrim, or other such creature could.

In truth, the radont is far more than a horse. Intelligent, magical, noble—even regal—in their bearing, radonts are “the Lords of Horsekind” or simply “Horse Lords,” according to the giants.

History whispers of an ancient pact between the giants and the radonts. In these tales, the radonts were not simply beasts of burden, but true allies and equals. When the giants arrived on these shores, they rekindled the fires of this alliance. The supposed existence of this pact suggests that either the giants had been to these lands before, or that radonts also exist in the giant homeland across the eastern sea.

Something has happened over the last two centuries that no one predicted, however. The radonts serving giants who had foals in domesticated surroundings gave birth to creatures that, while still noble and hardy, were far less than the parents. These domesticated radonts had no greater intelligence than that of any steed and possessed no magical powers.

Radonts can carry up to 1,836 lbs. as a light load, and up to 3,702 lbs. as a medium load, with a maximum load of 5,520 lbs.

COMBAT

Radonts attack with their hooves and bite in combat, using their natural strength to great advantage. Unless trained to do otherwise, they fight only in self-defense.

WILD RADONTS

Wild radonts have never been domesticated or served as mounts. Although friendly toward giants and other noble races, these horse lords keep to themselves and avoid civilized areas. They do not speak, but they can communicate telepathically with each other, other radonts, and with horses.

Wild radonts can carry up to 2,400 lbs. as a light load and up to 4,800 lbs. as a medium load, with a maximum load of 7,200 lbs.

COMBAT

Wild radonts still possess the intelligence and magical abilities that have always characterized them. With these, they can escape danger just as easily by flying away invisibly as through combat.

Spell-Like Abilities (Sp): Always active: *telepathy* (other radonts or horses only); 1/day: *acrobatics*, *lesser transfer wounds*, *invisibility*, *foretell future*; 1/week: *flight*.

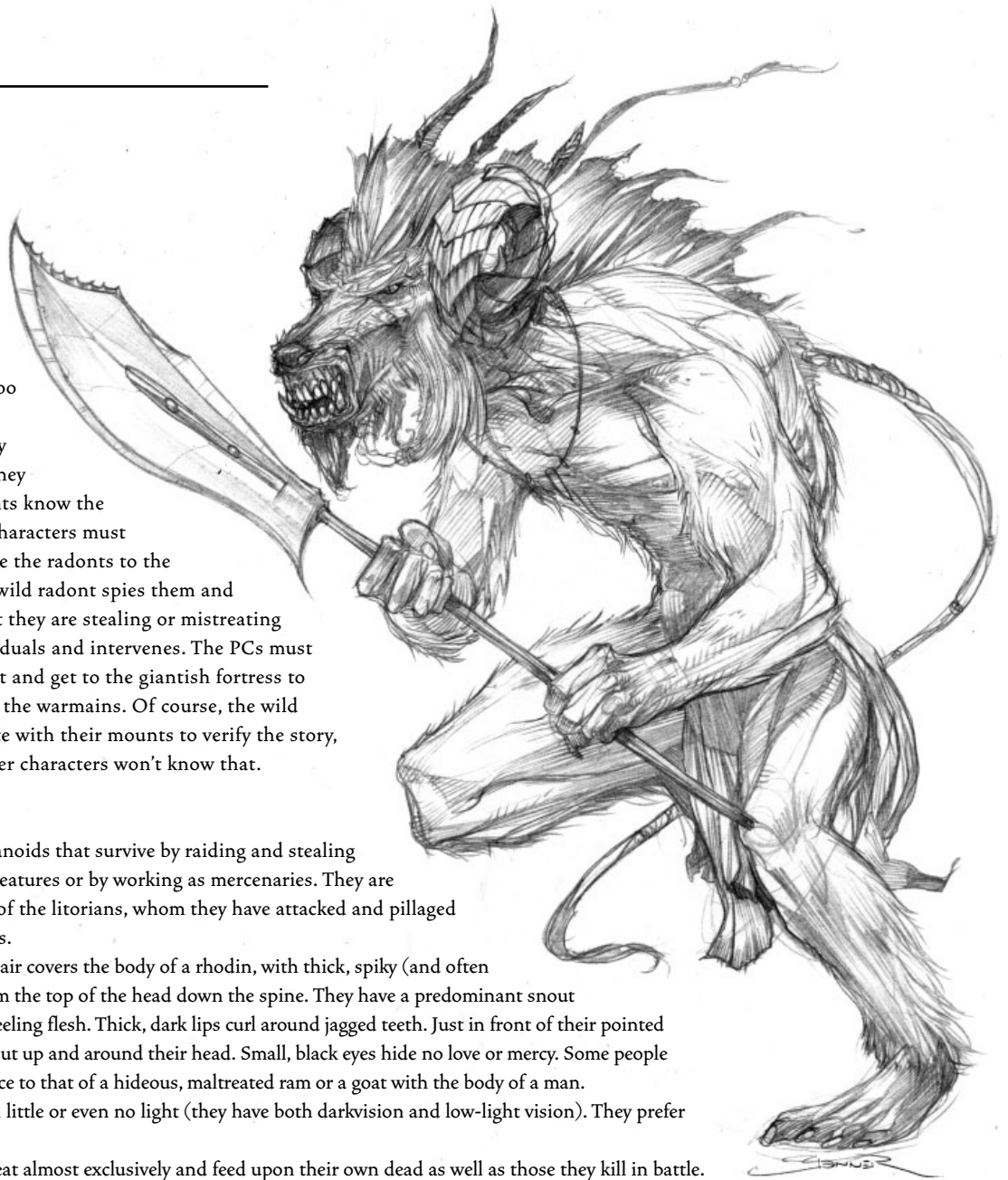
RADONT ENCOUNTER (EL 5)

A pair of giant warmains mounted on domesticated radonts approaches the PCs on the road. As they get close, it is obvious that both the giants are extremely

RADONTS

	DOMESTICATED RADONT	WILD RADONT
	Huge Animal	Huge Magical Beast
Hit Dice:	8d8+40 (76 hp), dying/dead -6/-20	10d10+60 (115 hp), dying/dead -7/-23
Initiative:	+1 (Dexterity)	+2 (Dexterity)
Speed:	60 feet	60 feet
AC:	16 (-2 size, +1 Dexterity, +7 natural) touch 9, flat-footed 15	17 (-2 size, +2 Dexterity, +7 natural) touch 10, flat-footed 15
Base Attack/Grapple:	+6/+20	+7/+22
Attack:	Hoof +12 melee (1d8+8)	Hoof +17 melee (1d8+9)
Full Attack:	2 hooves +12 melee (1d8+8); bite +7 melee (1d6+4)	2 hooves +17 melee (1d8+9); bite +12 melee (1d6+4)
Face/Reach:	5 feet by 10 feet/5 feet	5 feet by 10 feet/5 feet
Special Qualities:	Scent	Scent, spell-like abilities
Saves:	Fort +11, Ref +7, Will +3	Fort +5, Ref +4, Will +2
Abilities:	Str 26, Dex 13, Con 20, Int 2, Wis 13, Cha 8	Str 28, Dex 15, Con 23, Int 10, Wis 17, Cha 14
Skills:	Listen +7, Spot +7	Listen +9, Spot +9
Environment:	Any land	Any land
Organization:	Domesticated	Solitary
Challenge Rating:	4	5
Treasure:	None	None
Advancement:	9–20 HD (Huge)	11–22 HD (Huge)
Level Adjustment:	—	+5

ill—almost falling out of their saddles. If the characters try to help, they learn that the giants were cursed by some exotic spell cast by a wind witch they encountered while patrolling the region. Too weak to go on, they ask the PCs to visit a nearby fortress and get help. They explain that their mounts know the way. If they agree, the characters must follow or attempt to ride the radonts to the fortress. On the way, a wild radont spies them and mistakenly believes that they are stealing or mistreating the domesticated individuals and intervenes. The PCs must deal with the regal beast and get to the giantish fortress to find someone to attend the warmains. Of course, the wild radont can communicate with their mounts to verify the story, but most likely the player characters won't know that.



RHODIN

Rhodin are bestial humanoids that survive by raiding and stealing from other intelligent creatures or by working as mercenaries. They are the traditional enemies of the litorians, whom they have attacked and pillaged throughout the centuries.

Wiry, brownish-gray hair covers the body of a rhodin, with thick, spiky (and often darker) hair running from the top of the head down the spine. They have a predominant snout covered in cracked and peeling flesh. Thick, dark lips curl around jagged teeth. Just in front of their pointed ears, thick curling horns jut up and around their head. Small, black eyes hide no love or mercy. Some people liken a rhodin's appearance to that of a hideous, maltreated ram or a goat with the body of a man.

Rhodin can see well in little or even no light (they have both darkvision and low-light vision). They prefer to operate at night.

These creatures eat meat almost exclusively and feed upon their own dead as well as those they kill in battle. Although they use armor, weapons, and tools, they rarely fashion these things on their own, preferring to steal them. As rhodin place no value on physical appearance, they wear whatever clothing or armor is at hand. If there is none, they go naked and do not care. They are usually dirty, and their gear is neglected and mistreated.

Rhodin are lazy and selfish, but not intentionally cruel. Cruelty and brutality for their own sakes are not practical enough for these creatures: Such practices “do not put flesh in a rhodin's belly,” as they say.

Rhodin speak their own guttural tongue. It is noteworthy in its simplistic grammar and imprecise vocabulary. Like the rhodin themselves, the language is lazy, and when it must it steals from other languages. Only a few exceptional rhodin have truenames—most choose to be Unbound.

Most rhodin males are warriors as presented in the DMG; the information in the statistics here describes one of 1st level.

COMBAT

Rhodin use all manner of weapons but prefer those that allow them to capitalize on their natural strength. They favor ambushes, dirty tricks, and uneven odds (in their favor) over a fair fight. They do what is most expedient in battle. They never take prisoners unless there's some extenuating circumstance.

RHODIN SOCIETY

Rhodin leaders lead because they are strong—this is simply a practical matter. Rhodin not in this dominant position usually follow orders without question. Rhodin pack leaders are called *draggets* in their language, although an entire tribe is led by a *kran*, or chief.

Female rhodin are always bloated and fat, for in their culture, their only duty is to give birth. The more muscular males care for and protect the females, who do not fight and have no useful skills. In the mind of a rhodin, however, the most important thing is the continuation of their kind. Thus, doting on the females and caring for the young is very important—by that same token, however, females unable to reproduce are killed (and often eaten). Normally, in a given group, there are twice as many males as females.

Of course there are always exceptions. Sometimes a rhodin female becomes a warrior—she must be particularly strong-willed and skilled, however, to justify such actions. Such females, because they are so strong, often become leaders. Likewise, some rhodin—particularly those who spend much time around other more “civilized” humanoid—take on the traits of those humanoids. Rhodin mercenaries among human warriors, for example, begin to adopt human standards of dress and outlook. While normal rhodin would not value stealing a hoard of gold or taking over an area of land, those influenced by other races might.

Rhodin have no gods or myths. They don't keep track of their own history.

SKURGS

Rare aberrations, skurgs grow to 9 or 10 feet tall. Their horns elongate as they become more massive than their smaller brethren, but otherwise they look like other rhodin. These mutants use their strength and fearsome demeanor to intimidate and command lesser rhodin. Normally, however, they have no goals loftier than other rhodins'.

RHODIN CHARACTERS

Rhodin with class levels are almost always warriors. A few become unfettered or (rarely) warmains. Very few rhodin ever possess the aptitude to become spellcasters, although a few skurgs learn the skills of a mage blade. A few special rhodin become magisters, although even then, most do not progress to much more than 4th or 5th level.

RHODIN ENCOUNTER (EL 2)

A pack of rhodin, hungry and desperate, begins raiding a small village. These four dangerous warriors sneak in under cover of night and raid storehouses and even break into homes. To stop them, the PCs first must find them. The rhodin hide during the day in an old abandoned flour mill by the river and do their best not to leave much of a trail to this hideout.

RHODIN

	RHODIN WARRIOR	SKURG
	Medium Humanoid (Rhodin)	Large Humanoid (Rhodin)
Hit Dice:	1d8+1 (5 hp), dying/dead -2/-12	6d8+12 (39 hp), dying/dead -3/-15
Initiative:	+0	+0
Speed:	20 feet (beastscale armor), base 30 feet	20 feet (beastscale armor), base 30 feet
AC:	16 (+4 <i>beastscale armor</i> , wooden +2 <i>long shield</i>), touch 10, flat-footed 16	19 (-1 size, +5 <i>breastplate</i> , steel +2 <i>long shield</i> , +3 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+1/+3	+4/+12
Attack:	Battleaxe +3 melee (1d8+2) or shortspear +1 ranged (1d6+2)	Masterwork greataxe +9 melee (1d12+5)
Full Attack:	Battleaxe +3 melee (1d8+2) and butt +1 melee (1d6+1); or shortspear +1 ranged (1d6+2)	Masterwork greataxe +9 melee (1d12+5) and butt +7 melee (1d8+2)
Face/Reach:	5 feet by 5 feet/5 feet	5 feet by 5 feet/10 feet
Special Qualities:	Darkvision 60 feet, low-light vision	Darkvision 60 feet, low-light vision
Saves:	Fort +3, Ref +0, Will -1	Fort +7, Ref +2, Will +1
Abilities:	Str 14, Dex 10, Con 12, Int 9, Wis 8, Cha 9	Str 20, Dex 11, Con 15, Int 10, Wis 8, Cha 10
Skills:	Listen +3	Climb +7, Intimidate +5, Jump +6, Listen +4
Feats:	Multiattack, Night Owl	Multiattack, Night Owl, Power Attack, Weapon Focus (greataxe)
Environment:	Any land and underground	Any land and underground
Organization:	Pack (2-4), raiding party (6-15 plus two 3rd-level draggets and one skurg), or tribe (30-100 plus 150% noncombatants plus one 3rd-level dragget per 10 adults, five skurgs, and one 8th-level kran)	Solitary, raiding party (6-15 rhodin plus two 3rd-level draggets and one skurg), or tribe (30-100 rhodin plus 150% noncombatants plus one 3rd-level dragget per 10 adults, five skurgs, and one 8th-level kran)
Challenge Rating:	1/2	3
Treasure:	Standard	Standard
Advancement:	By character class	By character class
Level Adjustment:	+0	+3

SHADOW TROLL

Large Giant

Hit Dice: 6d8+36 (63 hp); dying/dead -7/-23

Initiative: +3 (Dexterity)

Speed: 30 feet

AC: 19 (-1 size, +3 Dexterity, +7 natural), touch 12, flat-footed 16

Base Attack/Grapple: +4/+13

Attack: Claw +9 melee (1d6+6) or staff +9 melee (1d8+9)

Full Attack: 2 claws +9 melee (1d6+6), bite +4 melee (1d6+3) or staff +9 melee (1d8+9)

Face/Reach: 5 feet by 5 feet/10 feet

Special Attacks: Rend 2d6+9, spells

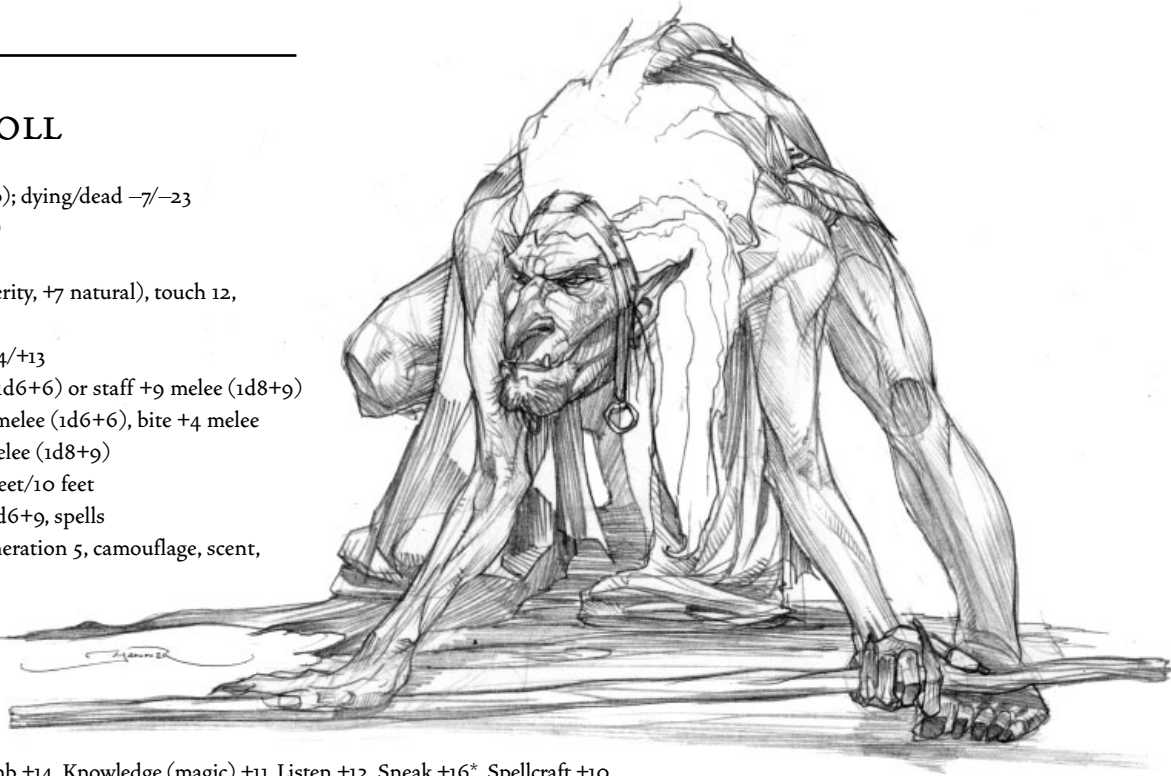
Special Qualities: Regeneration 5, camouflage, scent, darkvision 90 feet

Saves: Fort +11, Ref +5, Will +7

Abilities: Str 23, Dex 16, Con 23, Int 17, Wis 16, Cha 15

Skills: Alchemy +10, Climb +14, Knowledge (magic) +11, Listen +12, Sneak +16*, Spellcraft +10

Feats: Blood as Power, Iron Will, Spell Affinity (*invisibility*), Corrupt Mage



Environment: Any land or underground

Organization: Solitary or team (2-4)

Challenge Rating: 7

Treasure: Standard

Advancement: By character class

Level Adjustment: +7

* Includes a racial bonus.

Shadow trolls are sinister and devious cousins of the common troll. They cast spells and hide in the darkness, waiting to strike at the unwary.

Like other trolls, shadow trolls are carnivores—they prefer the flesh of intelligent beings. They are also exceedingly cruel and delight in inflicting pain and suffering. Few things are as important to a shadow troll as exacting revenge and seeing their enemies embroiled in pain and sadness (and virtually everyone is their enemy).

An adult shadow troll stands 9 feet tall and weighs 500 lbs. Its craggy hide is charcoal black, and its shock of hair is either jet black or stark white. Their arms and legs are long but graceful, and they sport terrible hooked claws. Shadow trolls possess all the strength and stamina of normal trolls, but they also command magic and skills of subterfuge.

Shadow trolls walk upright but hunched forward with muscles ready to spring into action. They are agile and surprisingly nimble. Despite their size, they are very sneaky, using their spells to help them stay hidden and move silently.

Shadow trolls speak Common and Giant.

COMBAT

Shadow trolls are crafty and love traps and ambushes where the odds lean heavily in their favor. While many are power-

mad, they do not seem as fearless as normal trolls. In fact, they are quite cowardly. They carry staves for spellcasting but rarely use them in melee, preferring their traditional claw/claw/bite routine.

Rend (Ex): If a shadow troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6 + 9 points of damage.

Spells (Sp): Shadow trolls all cast spells as 5th-level magisters. They even require staves. A typical shadow troll has these slots: 6/4/3/2. It readies the following spells:

0-level—*bash, canny effort, detect creature, detect magic, disorient, read magic, saving grace, lesser telekinesis*; 1st-level—*cold blast, compelling command, distraction, fireburst, resistance, stone blast*; 2nd-level—*boil, lesser ability boost, read mind, silent sheath*; 3rd-level—*invisibility, protection from elements, sorcerous blast*

Regeneration (Ex): Fire and acid deal normal damage to a shadow troll. If a shadow troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Camouflage (Ex): Due to their shadowy nature, shadow trolls gain a +8 bonus to Sneak checks.

SHADOW TROLL CHARACTERS

Shadow trolls are almost always mages of some kind. If they take levels in magister, their inherent levels stack (so a shadow troll with five levels of magister casts spells as a 10th-level magister, although he possesses all special class abilities of a 5th-level magister—including the one bonus feat). If a shadow troll takes levels in another spellcasting class, such as runethane or mage blade (two of their favorites), the levels stack with their inherent magister levels as with normal multi-classing (see *Monte Cook's Arcana Unearthed*, Chapter Three).

SHADOW TROLL ENCOUNTER (EL 10)

While attending the joining of close friends, the PCs notice some large, hulking figures outside the bounds of the ceremony. But the figures suddenly disappear. It seems that the groom, a year earlier, encountered a trio of shadow trolls on the road that intended to eat him. He bargained for his life by promising them 1,000 gp worth of magic items. They surprised him by accepting the deal, but when he got away he assumed he was free and clear—he thought they would never find him. In fact, he bragged of his bargaining talents to all who would listen. But these shadow trolls are no slow-witted brutes. They tracked him down and intend to collect the debt—but first they want to exact some revenge. Their plan is to slip silently and invisibly through the shadows and into the kitchen supplying food for the festivities to poison the meal.

The PCs should stop the trolls from their dastardly deed, but those interested in justice, duty, and honor might be inclined to force the groom to uphold his end of the bargain. Others might just see the trolls as extortionists and give their debt claim no credence.

SLASSAN**Large Aberration**

Hit Dice: 10d8+20 (65 hp), dying/dead –3/–15

Initiative: +3 (Dexterity)

Speed: 30 feet

AC: 20 (–1 size, +3 Dexterity, +8 natural), touch 12, flat-footed 17

Base Attack/Grapple: +7/+15

Attack: Claws +11 melee (1d5+5)

Full Attack: 2 claws +11 melee (1d5+5), bite +6 melee (1d8+2)

Face/Reach: 5 feet by 5 feet/10 feet

Special Attacks: Poison, spell-like abilities, quicken spell-like abilities

Special Qualities: Scent, SR 25, camouflage, immune to poison

Saves: Fort +5, Ref +6, Will +11

Abilities: Str 20, Dex 17, Con 15, Int 21, Wis 15, Cha 19

Skills: Alchemy +10, Climb +18, Jump +18, Knowledge (magic) +18, Listen +10, Sneak +13*, Spellcraft +18, Spot +15

Feats: Brandish Magical Might, Focused Healing, Iron Will, Power of the Name, Sense the Unseen



Environment: Any underground

Organization: Solitary, pair, or cabal (3–8)

Challenge Rating: 10

Treasure: Double standard

Advancement: 11–12 HD (Large); 13–18 HD (Huge) or by class

Level Adjustment: +7

**Includes a racial bonus.*

Slassans stand out as perhaps the pinnacle of the dramojh magical breeding experiments. Yet, unlike so many of those horrid experiments, it appears that no human slaves were involved. Instead, slassans are the closest things left to actual dramojh that still exist. When their masters were wiped out, the slassans fled underground, discovering a vast network of natural caves and tunnels known to its inhabitants as the Dark Depths. They quickly used their sorcerous powers to carve out underground kingdoms for themselves. Many slassans kidnap people from the surface world to continue their masters' hideous magical experiments.

A slassan seems to incorporate all the worst aspects of a serpent and a spider. It has a wide, bloated body covered in thick carapace and surrounded by eight legs—each ending in a cruel barb. Its head is vaguely serpentine and connected to its body on a long, snaky neck. Its mouth is filled with dozens of needlelike teeth. A typical slassan's body measures 5 feet in diameter (not counting the legs) and weighs 400 lbs. They do not have hands to manipulate objects, so they use their telekinetic abilities or slaves for such tasks.

Slassans normally organize themselves into small groups called cabals. They never have leaders—even when one slassan is clearly more powerful than others. Instead, when in groups they operate as a gathering of equals and make important decisions based on majority rule. They are driven by xenophobia and a desire for personal and racial power. Other creatures are simply tools to utilize or cattle to feed upon—never anything more. However, they treat each other fairly (although never kindly) and with respect.

Slassans speak Common, Draconic, and Undercommon.

COMBAT

A slassan has venom sacs not only in its mouth but on each leg as well. Nevertheless, they prefer to use their spell-like abilities rather than engage in melee when possible.

Extremely intelligent, slassans know when to flee if they have to and usually have a fallback plan. They prefer to set ambushes and strike when their foes least expect it. They also like to take a few prisoners to experiment upon.

Spell-Like Abilities (Sp): At will—*lesser telekinesis*, *read magic*; 3/day—*animate weapon*, *eldritch web*, *detect magic*, *dimensional door*, *lesser illusory creature*, *lesser illusory object*, *invisibility*, *mind stab*, and *sorcerous blast*; 1/day—*conjure energy creature VI*, *dispel magic*, *greater eldritch wall*, *greater telekinesis lesser animate undead*, and *levitate*. These abilities

are as the spells cast by a 15th-level magister (save DC 15 + spell level), although a slassan needs no focus or somatic components.

Poison (Ex): Bite, Fortitude save (DC 17); initial and secondary damage 2d6 points of temporary Constitution.

Poison (Ex): Claws, Fortitude save (DC 17); initial and secondary damage 2d6 points of temporary Strength.

Quicken Spell-Like Abilities (Su): A slassan can quicken its spell-like abilities in the same way that a mage with the Quicken Spell feat can quicken her spells. It can use this ability three times per day.

Camouflage (Ex): Due to their dark coloration and natural predilection for subterfuge, slassans gain a +4 bonus to Sneak checks.

SLASSAN CHARACTERS

Some slassans study mystical lore in order to become true spellcasters. They prefer the magister class, although slassan witches and runethanes are not unknown. Such spellcasters also become darkbonds on occasion.

SLASSAN ENCOUNTER (EL 10)

The PCs must find the fabled *cup of the dramojh*, a minor artifact that transforms any liquid placed within it into a powerful acid—it's the only thing that will destroy a cursed ring that won't come off one PC's finger. An akashic sage tells them that to find the cup, they must find a slassan named Tessanslas. To get to him, however, the characters must journey underground, encountering all sorts of hazards, including magical traps and tricks created by the slassan himself.

Worst of all—though perhaps not surprisingly—Tessanslas does not seem disposed to help them. Now they must either subdue him in battle, magically compel him, or find some way to bargain with the selfish and cruel creature. Some Diplomacy checks, or perhaps even magical divinations or akashic research, reveal that Tessanslas is an outcast even among his own kind. He will help the PCs if they can somehow get him back into the good graces of the other slassans—perhaps if they were to provide him with a powerful magical gift that he could in turn present to the others, he might cooperate.

XAAER

Huge Ooze

Hit Dice: 14d10 + 70 (147 hp), dying/dead –6/–21

Initiative: +0

Speed: 20 feet, climb 20 feet

AC: 15 (–2 size, –3 Dexterity, +10 natural)

Base Attack/Grapple: +10/+22

Attack: Slam +14 melee (2d6 + 9 plus 2d6 points of negative energy)

Full Attack: Slam +14 melee (2d6 + 9 plus 2d6 points of negative energy)

Face/Reach: 10 feet by 10 feet/10 feet

Special Attacks: Fear, improved grab, negative energy, constrict 2d6 + 6 and 2d6 points of negative energy

Special Qualities: Blindsight, ooze traits

Saves: Fort +9, Ref +0, Will -1

Abilities: Str 22, Dex 4, Con 21, Int —, Wis 1, Cha 1

Environment: Any land or underground

Organization: Solitary

Challenge Rating: 9

Treasure: None

Advancement: 15–19 HD (Huge); 20–30 HD (Gargantuan)

Level Adjustment: —

Xaaer (zha-AYR) are oozes fueled by negative energy—this is similar to the way an undead functions, but they were never alive to begin with. Many know them as “death oozes.” Like most oozes, the xaaer is an amorphous creature that lives only to eat. They inhabit underground areas throughout the world, scouring caverns, ruins, and dungeons in search of living creatures that they can drain of their life force and whose flesh they can consume.

A concentration of negative energy can give birth to a death ooze. Thus, they are often found among undead and in the lairs of necromancers and other dabblers in dark magic. They frequently incorporate skulls and bones into their mass, picked up as they squirm their way through the tombs and charnel houses in which they are given “life.” This fact, coupled with their dull gray, semi-transparent “flesh,” makes them difficult to see in these surroundings when motionless.

COMBAT

Death oozes attack any living creatures they can reach. The substance that makes up their bodies hardens at the surface, giving them a natural protection and a lot of tensile strength. They lash out with pseudopods or grapple opponents with their bodies, draining them of their life energy, then consuming the remains.

Blindsight (Ex): An ooze’s entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Fear (Su): Every 1d4 rounds, the negative energy within the death ooze pulses, causing creatures within 60 feet to make a Will saving throw (DC 21) or become panicked for 1d6 + 4 rounds. The mindless xaaer has no control over this ability and, in fact, it sometimes works against its ability to get at prey.

Improved Grab (Ex): To use this ability, the xaaer must hit with its slam attack. If it gets a hold, it can constrict.

Constrict (Ex): A xaaer deals automatic slam damage with a successful grapple check. Further, living creatures grappled by the xaaer suffer two negative levels as it drains their life force (see energy drain, below).

Negative Energy (Su): A death ooze’s touch seethes with negative energy, adding +2d6 damage to its attack. An infusion of negative energy from an outside source (such as a *touch of disruption* spell) heals the creature, just like an undead. Attacks and effects that affect undead also affect the xaaer (if the DM deems that logical).

Energy Drain (Su): The heart of the xaaer pulses with such potent negative energy that anyone drawn into its mass (grappled) suffers two negative levels. The xaaer gains



5 temporary hit points for each negative energy level it bestows (DC 21 to remove the negative levels).

Camouflage (Ex): It takes a successful Spot check (DC 15) to recognize a motionless death ooze for what it really is, rather than just a pile of skulls, bones, and other grisly material.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

XAAER ENCOUNTER (EL 9)

The PCs enter the crypt of a dreaded undead magister. They fight their way through undead servitors and guardians, finally entering a chamber that appears empty except for a crude pillar covered in bones and skulls. The pillar, of course, is a motionless xaaer hanging onto the ceiling and floor. The hungry creature waits until someone gets close (particularly if a character comes to search it). If someone spots it before it can take a surprise attack, it simply fights to the death.

CREATURES FROM OTHER SOURCES

Creatures from various sources fit in well within a Diamond Throne campaign. These creatures are listed in the tables on the next page. Notes outlining special concerns or modifications for certain monsters appear in the sections below.

CORE RULES

A number of monsters from the core rules MM live in the lands of the Diamond Throne:

Animals: Aside from normal animals and dire animals, the realm contains special individual animals that carry runes on their flesh. These runeanimals resemble rune-

children, except that the gift of the rune also makes them much more intelligent than normal: They enjoy Intelligence 6, at minimum. They gain powers similar to runechildren's, although some display unique qualities beyond those. Runeanimals normally serve as leaders and protectors of their own kind.

Doppelgangers:

Doppelgangers resemble mojh in that they were once members of other races—humans, litorians, faen, and so

on. Through generally shunned ceremonies, these people lose all semblance of their former forms and most of their

memories, skills, and abilities to become doppelgangers. Sometimes diabolical schemers, desiring a doppelganger agent, kidnap others and transform them forcibly. Other times, doppelgangers abduct children and change them into more of their kind.

Dragons: Once very common, dragons now are very rare. Metallic dragons are only a rumor. Each dragon remaining in the realm today has become so individualized that few people think in terms of categorizing dragons by color. Through magic, ceremony, tactics, and other factors, each dragon has grown so different from all others of its kind that thinking of them in terms of “red dragons” or “blue dragons” has become almost meaningless.

Dragons and giants knew each other in the misty reaches of time. They may have been the first beings to gain sentience. The continent known today as the Lands of the Diamond Throne was once the Land of the Dragons, and across the sea to the east was the Land of the Giants.

Ghouls: Ghouls are undead that are not animated by spells but instead rise from death under a curse called “grave hunger.” Ghouls that paralyze foes also automatically infect them with grave hunger, making them want to feed on long-dead corpses (Will save [DC 20] each day to resist). When such infected victims die, they become ghouls, unless a mage successfully uses a *remove curse* spell before their death.

Goblins: These small humanoids, considered little more than vermin, dwell on the fringes of society amid the rats and insects. In the wild they—very rarely—form successful tribes. These goblins ride on giant hornets and pony-sized dire rats and use monstrous vermin as guards and pets.

Hags: Most hags have a witchery power (as the DM deems appropriate) and a single manifestation used at their Hit Dice as their level. These hags have a Challenge Rating modification of +1. They frequently have levels of witch.

Harpies, Lamias, Manticores, Medusas, and Nagas:

These monsters are creations of the dramojh. They once were humans—or at the very least, their forebears once were.

Humanoids: Of notable absence in the realm are many traditional fantasy humanoids and giants (orcs, gnolls, hobgoblins, bugbears, and ogres). People in the lands of the Diamond Throne instead worry about rhodin, chorrim, inshons, harrids, and others.

Kobolds: Kobolds, also called “mojh-born,” result from mojh asexual reproduction. Every mojh can produce a single kobold. The outlook and demeanor of the kobold depends on its parent. Some mojh look upon their offspring as, well, offspring—although their relative weakness makes the kobolds less than equal in the relationship. More selfish or domineering mojh look upon a kobold as a servant or even a bound slave. A few might even see the kobold as sort of a “familiar,” although they wouldn't use that term.

Because of the kobolds' odd position, people never see them in large numbers. Only in incredibly strange circumstances would one see a group of kobolds without mojh present. Mostly, you see just one, and always with—or working for—a mojh.

Outsiders in the Diamond Throne

Like most undead types, most outsiders are notably lacking from these monster lists. Does this mean there are no demons or angels in the lands of the Diamond Throne? No. It does mean, however, that they are very uncommon. Monte Cook's Arcana Unearthed magic does not involve a lot of summoning of such beings. Doing so is not unheard of, but it's rare and usually the purview of high-level casters.

Thus, fiends, celestials, and even creatures like genies are rare encounters. So rare, in fact, that such creatures are not cataloged in any but the most extensive libraries (such as that in Erdaenos). All outsiders are bizarre creatures to the eyes of a native of Serran. Thus, this provides an interesting opportunity for DMs to integrate brand-new, unique creatures of their own devising. If the PCs encounter a demon, it is not a vrock or a glabrezu, but Kaladel, the demon of darkness.

CREATURES FROM OTHER SOURCES

MM Creatures	Elementals	Hippogriffs	Rocs
Animals (all, see text)	Frost worms	Hydras (not pyro- or cryo-)	Satyrs
Ankhegs	Gargoyles	Kobolds (see text)	Shriekers
Basilisks	Giant eagles	Krakens	Sphinxes (all)
Black puddings	Giant owls	Lamias (see text)	Tendriculos
Bulettes	Girallons	Lammasus	Trolls (see text)
Centaur	Ghouls (see text)	Manticores (see text)	Unicorns
Chimeras	Goblins (see text)	Medusas (see text)	Vampires (see text)
Cockatrices	Golems	Merfolk	Vermin
Dinosaurs (all)	Gorgons	Minotaurs	Violet fungi
Dire animals (all)	Gray oozes	Nagas (see text)	Will-o'-wisps
Doppelgangers (see text)	Griffons	Ochre jellies	Wyverns
Dragon turtles	Hags (all, see text)	Pegasi	
Dragonnes	Harpies (see text)	Purple worms	
Dragons (see text)	Hell hounds	Remorhazes	
Creature Collection	Hags, cavern (see text)	Hags, swamp (see text)	Spider-eye goblins
Barrow worms	Hags, ice (see text)	Ice basilisks	Troglodons
Dire monitors	Hags, moon (see text)	Muskhorns	Wyrmspawn
Goblin bears	Hags, storm (see text)	Narleths	
Creature Collection II	Carnivorous trees	Legions of one	Shadowcats
Assassin's banes	Flailing dreadnoughts	Nagas, crown (see text)	Skein (see text)
Blade beasts	Hex creatures	Nagas, hollow (see text)	Swamp tyrants
Blood moths	Keel crushers	Pisceans (all)	
Tome of Horrors	Cave morays	(giant, giant dire)	Shedus
Algoids	Cobra flowers	Golems, wood	Shedus, greater
Ant lions	Crabmen (see text)	Hangman trees	Slugs, giant
Archer bushes	Crabs, monstrous	Hell moths	Strangle weeds
Axe beaks	Crayfish, monstrous	Iron cobras	Taers
Basilisks, greater	Crystal oozes	Kamadans	Tentamorts
Beetles, giant boring	Death dogs	Land lampreys	Ticks, giant
Beetles, giant rhinoceros	Death worms	Leeches, giant	Trolls, ice
Belabras	Dragonflies, giant	Lurkers above	Tunnel worms
Boalisks	Dragonnes	Mantaris	Volts
Bog beasts	Fen witches	Medusas, greater	White puddings
Bonesuckers	Flies, giant	(see text)	Yellow musk creepers
Caterwauls	Fogwardens	Muckdwellers	Yellow musk zombies
Cave fishers	Frogs, monstrous	Necrophidi	Yeti

Trolls: Trolls represent a common threat in the Diamond Throne setting. Known for their large noses and extremely keen sense of smell, trolls in the realm possess the scent ability, as described in the *scent tracker* spell in *Monte Cook's Arcana Unearthed*, Chapter Nine.

Undead: The general lack of basic undead types on this list is probably noticeable. That's because most undead are created via the *animate the dead* or *rouse undead spirit* spells in *Monte Cook's Arcana Unearthed*, and those undead have specific means of creation (see Chapter Nine of *Arcana Unearthed*). Undead that come about through another means—a curse, an unusual magical effect, or sheer circumstance—are usually unique creatures that a DM should tailor specifically.

Instead of zombies, wights, and even lichs, apply the undead template to NPCs (or even monsters). Instead of wraiths or spectres, use the incorporeal undead template.

Vampires: Although undead created by *animate the dead* spells often resemble vampires, true vampires arise only from other vampires spreading the ancient curse/disease. Although technically undead, vampires are not subject to any spells or effects that normally affect undead. However, all the standard weaknesses and aversions (sunlight, running water, and so on) remain evident. They have all the normal vampire immunities, except that they do have a discernable anatomy and can therefore suffer critical hits (thus they can pose as the living fairly easily, performing any function a living creature

can). They have no special tie to negative energy (although they still have an energy drain attack) or the dark magic that normally animates the dead—vampirism is its own insidious curse. A successful *remove curse* spell, cast on a vampire before its very first feeding, can return the victim to normal life. Otherwise, the creature is doomed to feast on the blood of others.

CREATURE COLLECTION

Some monsters from the *Creature Collection* (published by Sword & Sorcery) work well in the Diamond Throne. (DMs may ignore references to that book's *Scarred Lands* setting.)

Hags: Most hags have a witchery power (as the DM deems appropriate) and a single manifestation used at their Hit Dice as their level. These hags have a Challenge Rating modification of +1. They frequently have levels of witch.

CREATURE COLLECTION II

Certain *Creature Collection II: Dark Menagerie* monsters (published by Sword & Sorcery) are also appropriate for the setting. (Again, DMs should disregard references to the book's *Scarred Lands* setting.)

Nagas and Skein: The crown and hollow nagas and the skein are creations of the dramojh. They once were humans—or, at the very least, their forebears once were.

TOME OF HORRORS*

Many *Tome of Horrors* monsters (published by Sword & Sorcery) are also appropriate for the Diamond Throne lands:

Crabmen and Greater Medusas: Crabmen and greater medusas are creations of the dramojh. They once were humans—or, at the very least, their forebears once were.

OTHER MONSTERS

There are many opportunities to introduce new and exotic creatures to the Diamond Throne setting, beyond those listed above. Regions to the south, such as Fallanor and the Jungles of Naveradel, are known for their strange beasts. And no one knows for sure what lies to the west, not to mention across the seas.

* *Monster names from the Tome of Horrors are used by permission. Any reference to monsters from that book must follow the guidelines contained in it.*

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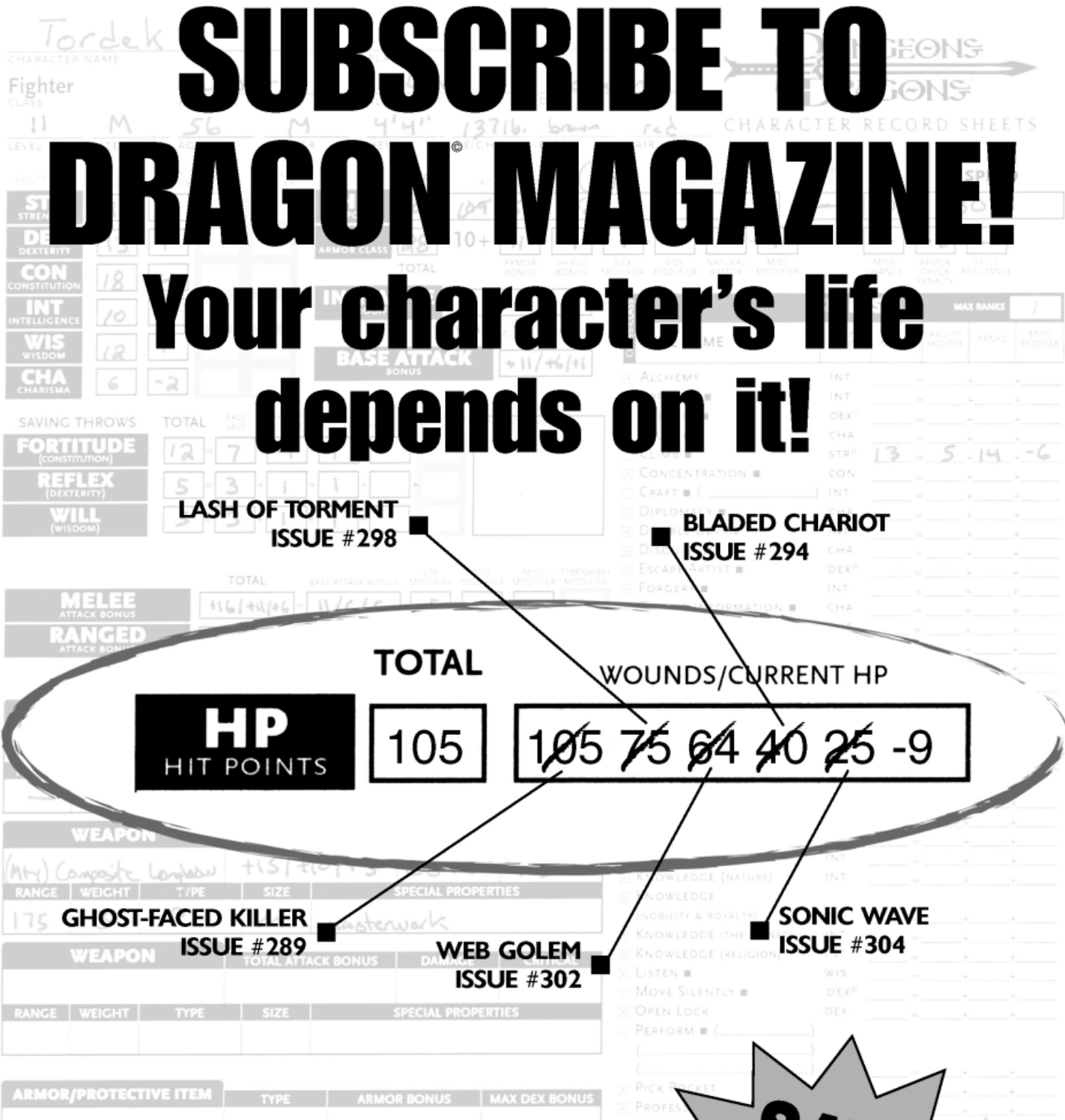
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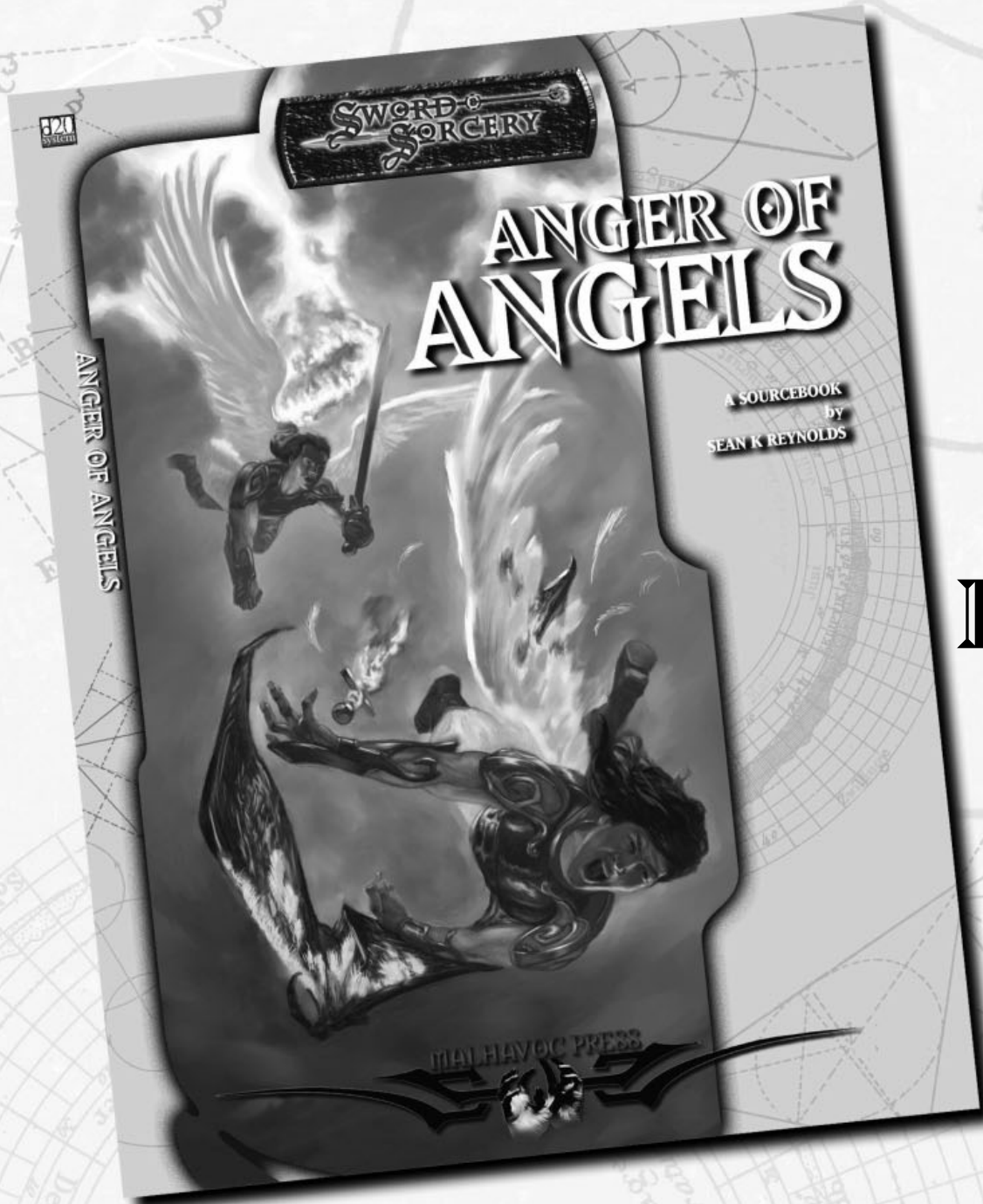
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